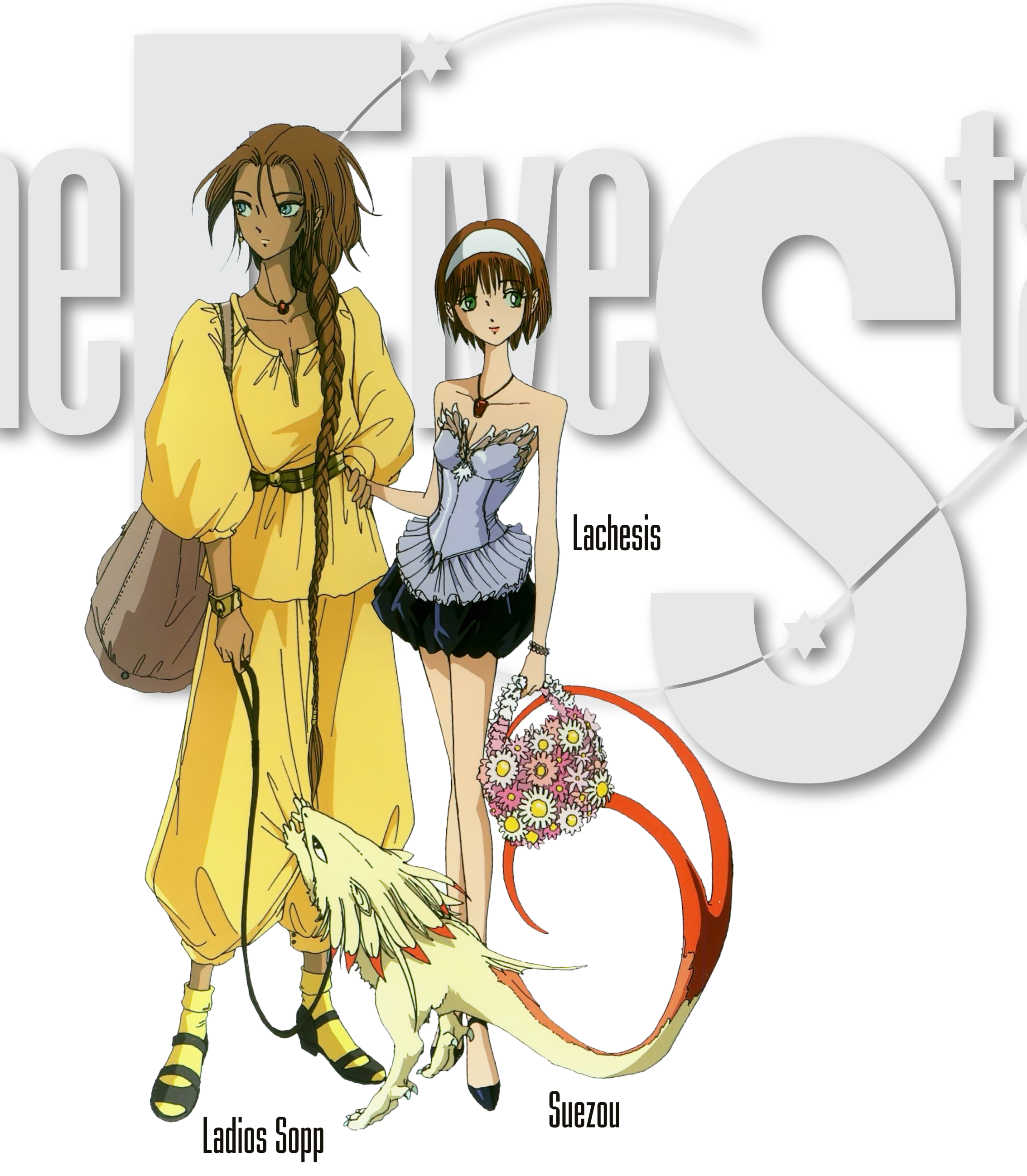
THE FIVE STAR STORIES

CHRONICLE 2007

Unofficial English Translation

The Five S

This is a tale of the god of light, Amaterasu, and his wife Lachesis, who emerged victorious from an era of wars that raged throughout the four solar systems. It will also tell the many bold and daring headdliners who battled courageously during these times, some victorious, some not, but always in the name of chivalry.


Lachesis
Suezou
Ladios Sopp

THE FIVE STAR STORIES
CHRONICLE 2007

Forward

This digital book English reproduction is completely fan-made and not affiliated with the original publisher.

This was made possible from an email conversation I had with a person who made an inquiry of the role-playing game I wrote. The back and forth emails from last summer (2025) inspired me to put this together. This publication was probably the best source material for the role-playing game. I had time.

There were a lot of difficulties in putting this publication together. The main problem was that a low-resolution portable document format (PDF) file was available. So basically, I had to begin from scratch. I ran the pages into an OCR to catch was was possible. The next step was to clean up the text which took a while…basically looking up a lot of kanji characters the OCR did not catch. I then ran the text through machine translation and carefully edited the grammar throughout.

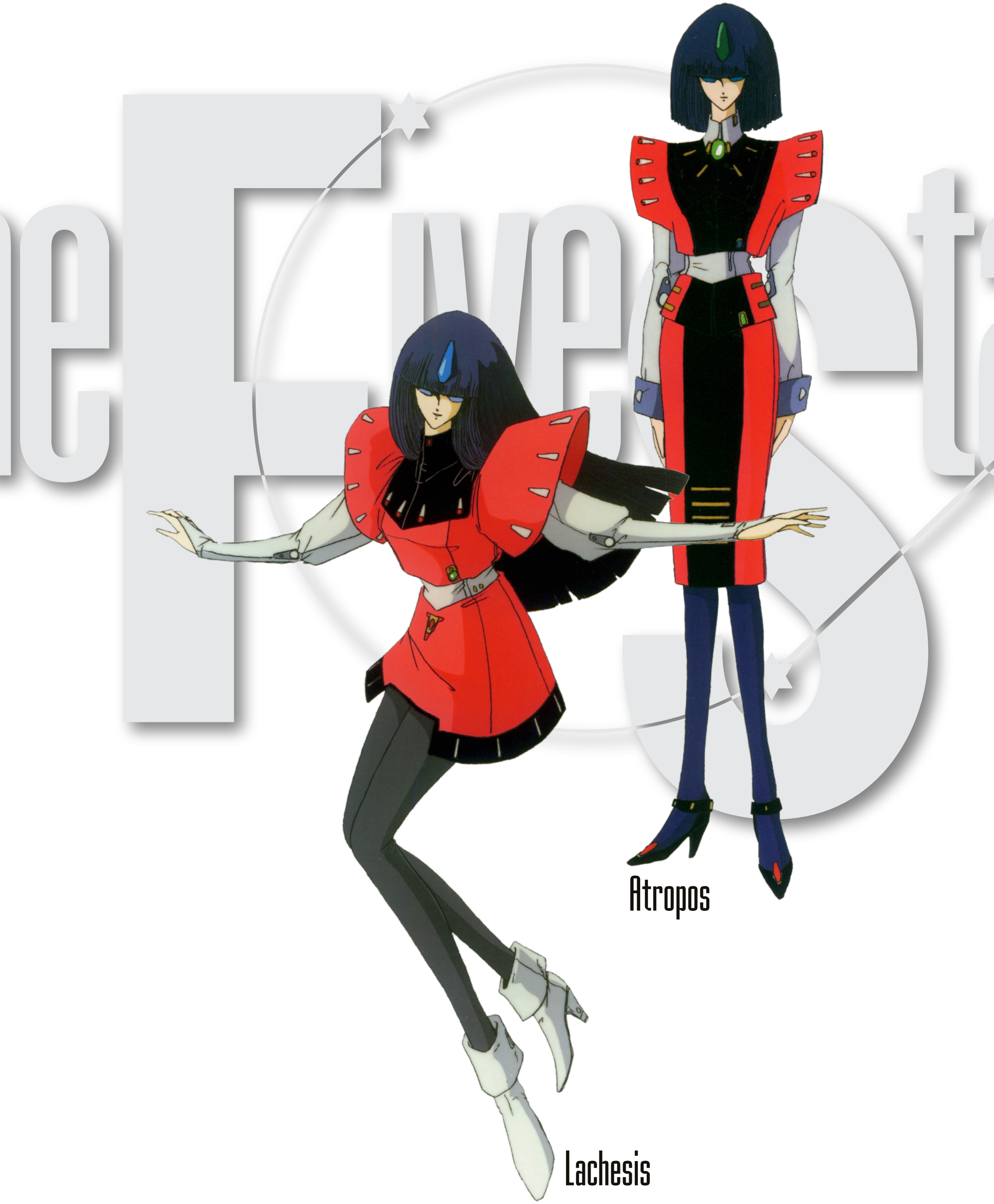
The toughest part was translating the names and proper nouns. I copied all the names in the book and placed them in a spreadsheet, Roman and kana. By default, I assume the Roman text in Chronicle 2007 was the proper spelling as a base. I then soured the books that I have to update the spellings, using the latest books as the most updated Roman spelling. Yes, I disregarded the original Kadokawa English translation for the time being and only use them if I absolutely have to (I can’t wait to see how Titan handles the names and proper nouns, lol).

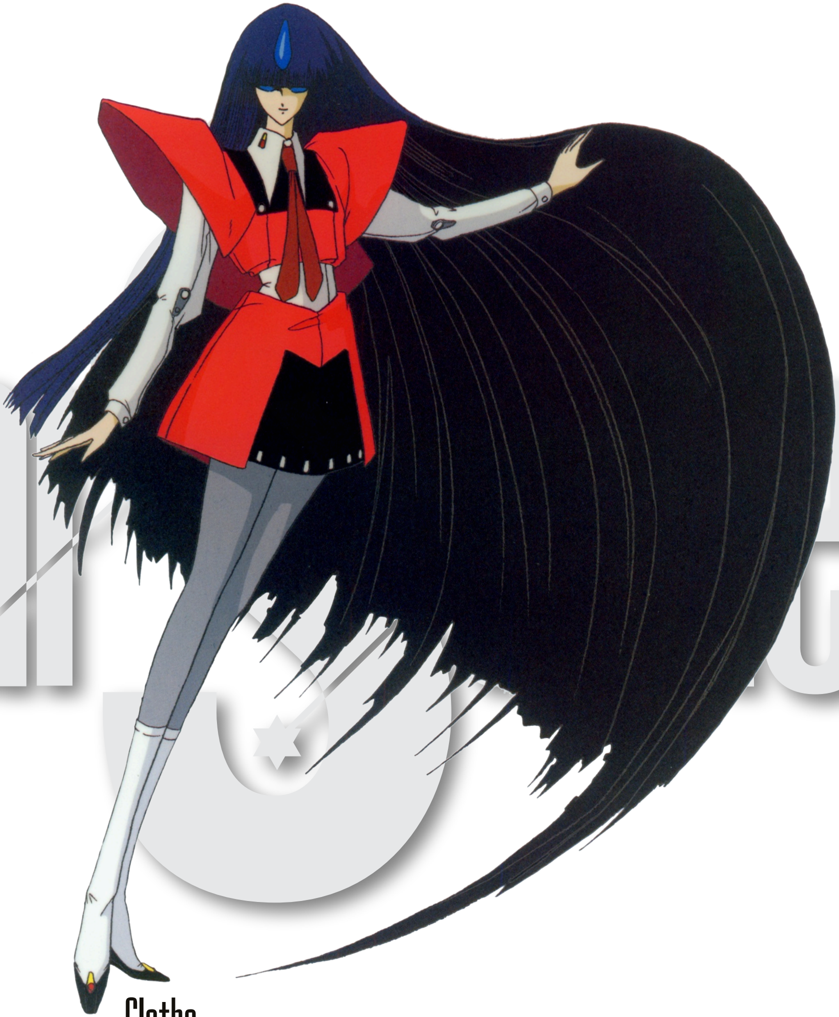
The next step was to update all the artwork. Luckily I had quite a few *Five Star Stories* art books such as the *Characters* and *Designs* books as well as others. I borrowed a friends’ page scanner which scanned books nondestructively. For the images I didn’t have, I scoured the internet. And for the photos I couldn’t find, I used the low resolution photos from the book for now…unless I had a better scan later on.

I only included the main information from Chronicle 2007. I purposely didn’t include two major sections: “NT Serial Title Page Collection” and “FSS/Frequently Asked Questions.” The book continues with the “Chronology” section. I will not root out the possibility to add these pages in an updated version.

In the meantime, please enjoy this publication. I welcome any corrections to any errors I made in this project. Also thanks to all people who gave me advice and answered all my questions.

-Ed Gomez


Atropos
Lachesis



Clotho

Destiny's Three Fates

Three artificial life forms created by Dr. Chrome Ballanche. They became adults without being equipped with a mind control system, making them emotionally incapable of disobeying human beings. Furthermore, for some reason, possibly divine intervention, all three have been endowed with supernatural powers. Atropos, the oldest fate, chooses death, while Lachesis spins the web of destiny, and Clotho chooses to give birth. It is these three fates that will watch over the Joker Star Cluster until the end of the Universe.

CHRONICLE 2007

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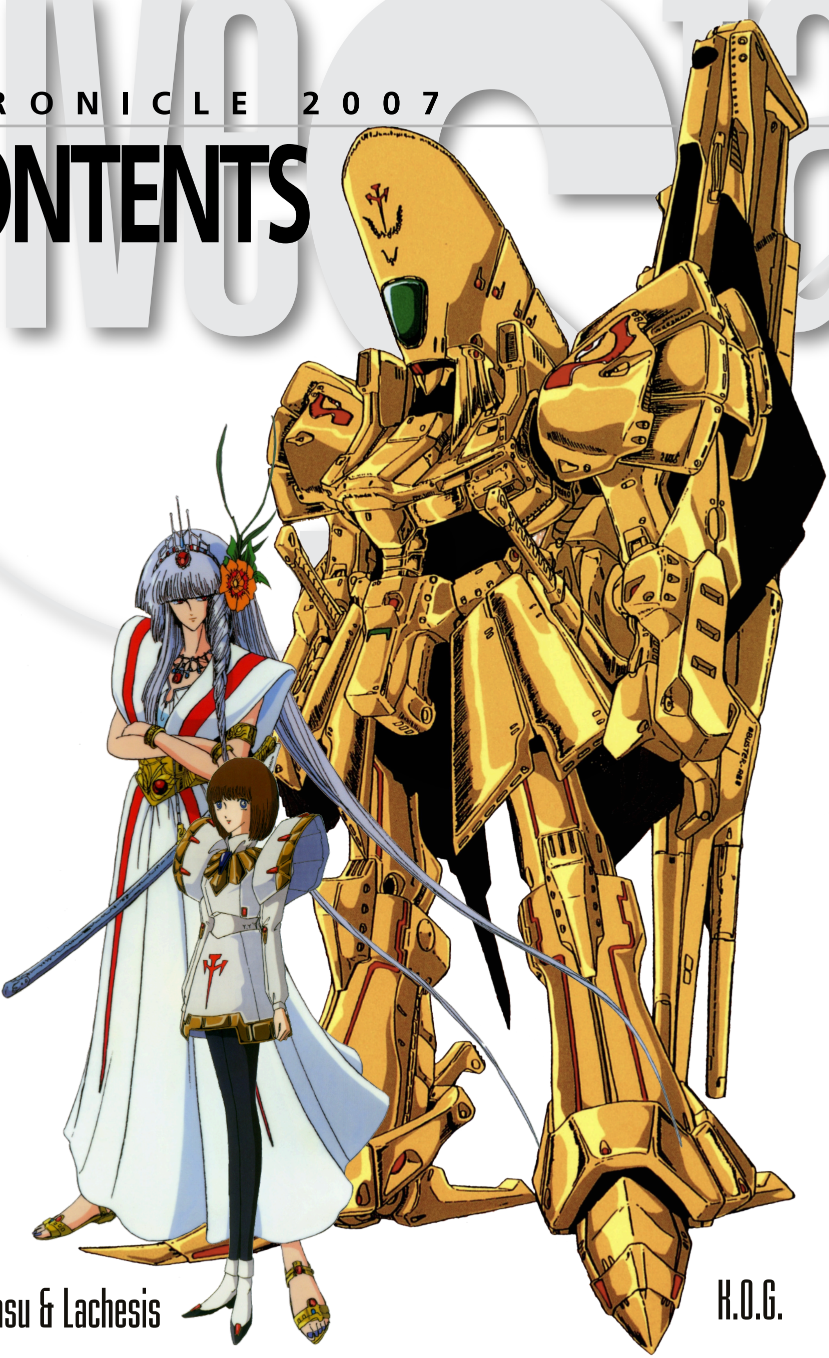

Amaterasu & Lachesis

K.O.G.

010 CHARACTERS

Character in the Story

Weaving a long saga spanning thousands—even tens of thousands—of years are the people who pass the torch of life on to future generations, alongside the Fatimas—beings possessed of infinite lifespans, yet destined to meet their end upon the battlefield. Meanwhile, the gods look on, ceaselessly observing the unfolding drama of life. Here, we introduce the diverse cast of characters inhabiting the Joker World, complete with their individual character sheets.

116 BASIC KNOWLEDGE OF FSS

Fundamental Constraints of Narrative

The Joker Star *Cluster*. Packed with foundational knowledge to help you gain a deeper understanding of this grand fairy tale—a world where knights, alongside fairies, command giants; where dragons soar through the skies; and where a God of Light reigns over the land.

168 NT SERIAL TITLE PAGE COLLECTION

Newtype: The Five Star Stories Serialized Fan Art Collection

Presented here is a complete compilation of the title pages featured in *Newtype Magazine*, spanning the entire run from the series' debut in 1986 through 2004. Commentary accompanying each title page is provided by Mamoru Nagano and ENOMOTO—the *Kadokawa Shoten* editor assigned to the Nagano series.

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We have compiled a Q&A section where fans answer questions from fellow fans—ranging from the most basic inquiries to highly complex issues. Comments from the creator, Mamoru Nagano, are also included.

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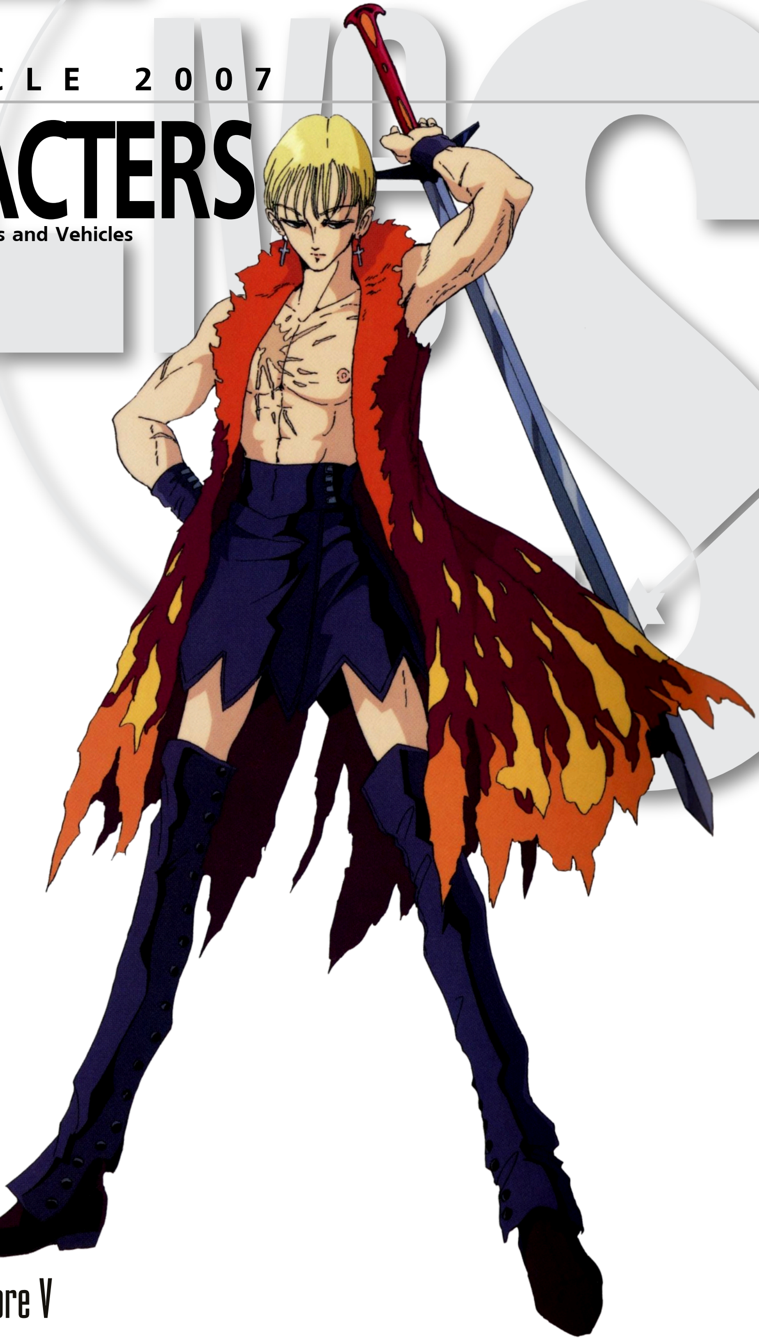
Mamoru Nagano: Profile and Works

CHRONICLE 2007

CHARACTERS

Characters, Mortar Headds and Vehicles Appearing in the Story



Erniuth Dai Gu Fillmore V

CHARACTER, MORTAR HEADD, SHIP & VEHICLE

Explanations of the characters and mecha appearing in *Five Star Stories*. Character names are listed in order of appearance.

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***The Five Star Stories*, Vol. 1**

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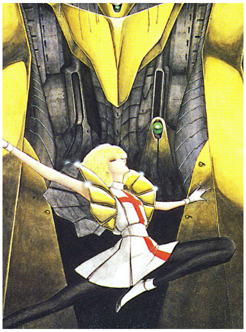
The Five Star Stories

CHARACTERS #1

FSS#1:GREEN AND GOLD



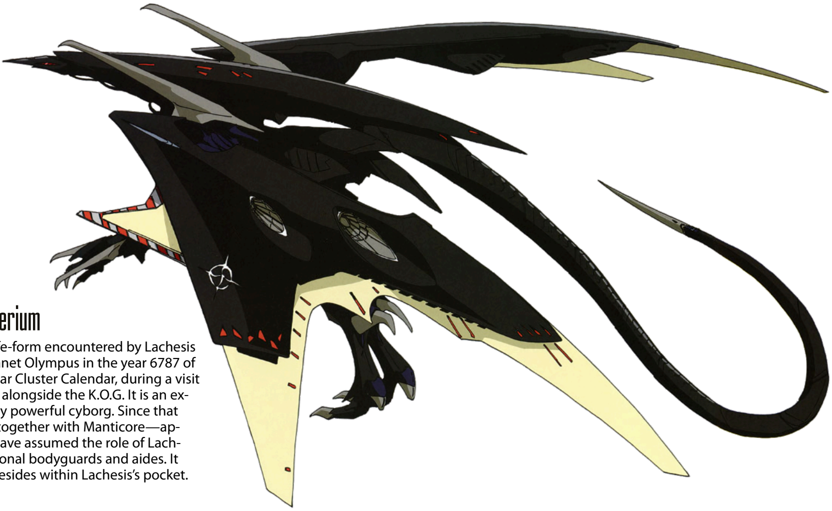
A Super Fantasy Born from the Anime Generation

●The Prologue opens on the planet Jüno in the year 3960 of the Star Cluster Calendar. Karrer Chrysalis and her partner, Tita—piloting an L.E.D. Mirage—bring to a close a long and arduous battle against Grard Sydmian and Est, who were piloting the Vatshu, the Black Knight. As Amaterasu no Mikado receives the report of this victory alongside Atropos, his thoughts drift back to a time long lost—and to a friend from the past. The story then shifts to Chapter 1, winding back the clock to the year 2988. Ladios Sopp—the genius MHMeister—is entrusted by his friend, Chrome Ballanche, with the protection of his final creations: Lachesis and Clotho. To fulfill this charge, Sopp heads toward the castle of the notorious Lord Juba Bardaim. As royalty from across the stars gather for the occasion, Sopp strikes up a friendship with Voards Viewlard, a knight from the planet Lent. With the aid of the Mirage Knights, Clotho is successfully wed to Colus III; Lachesis, however, elopes with Sopp after he crashes her own ceremonial unveiling. Lachesis and Sopp—piloting the Air Dowrrie—defeat Juba, Décors Weiszmel, and the MHs of the Torrora, utilizing the Knight of Gold, which had lain buried beneath the desert sands. As Sopp reveals his true form, his late wife, Lithora—now a spirit—bids him farewell.

●**The Five Star Stories, Vol. 1**
Contains chapters originally published in the April 1986 through January 1987 issues of **Newtype Magazine**.

CHARACTER

Karrer Chrysalis	カーレル・クリサリス
Grard Sydmian	グラード・シドミアン
Fatima Est	ファティマ・エスト
Fatima Tita	ファティマ・ティータ
Upizona Bardenberg	ウピゾナ・バーデンバーグ
Gallussié	ガルシア
Amaterasu no Mikado	アマテラスのミカド
Fatima Atropos	ファティマ・アトロポス
Chrome Ballanche	クローム・バランシェ
Lachesis	ラキシス(3238-7777)
Aisha Cordante	アイシャ・コータンテ
Dougeran Roth	ダグエラン・ルス
Merca Roumors	メルカ・ルーモアーズ
Ladios Sopp	レディオス・ソープ
Voards Viewlard	ボード・ヴュラード
Fatima Clotho	ファティマ・クローソー
Juba Bardaim	ユーバー・バラダ
Pejoit	ビョイト
Lader VIII	ドル・パーマネント・レーダー8世
Throt	スロット
Rao Collet Corre XVI	ラオ・コレット・クルール16世
Karlghughto	カリュウト
Lizard Meistner	リザード・マイスナー
Tornidad	トリダート
Giyathfalt IX	ギャスハルト9世
Mirage Knight	ミラージュ・ナイト
First Easter Mirage Corps	FEMC 東方第一等幻像騎士団
Colus III	コーラス3世
Colus VI (Label Judah)	コーラス6世 (ラベル・ジューダ)
Lie Ex Henschel Atwight	リィ・エックス・アトワイト
Nu Sword Graphite	ヌー・ソード・グラファイト
Poesche Nomean	ポエシェ・ノーミン
Loundwound Spacorn	ランドアンド・スパコーン
Décors Weiszmel	デコース・ワイズメル
Torrora	トローラ
Eetoramuru Fatima	エトラムルファティマ



Kfir Imperium

A flying life-form encountered by Lachesis on the planet Olympus in the year 6787 of the Will Star Cluster Calendar, during a visit she made alongside the K.O.G. It is an exceptionally powerful cyborg. Since that time, it—together with Manticore—appears to have assumed the role of Lachesis's personal bodyguards and aides. It typically resides within Lachesis's pocket.

Fatima Megaira
ファティマ・メガエラ

Lachesis
ラキシス(2988)

Falk Jugendlich Rogner
F・U・ログナー

Fatima Ietta
ファティマ・イエッタ

Fatima Ulicle
ファティマ・ウリクル

Alert Lie Ex Henschel Atwight
アラート・リィ・エックス・ヘンシェル・アトワイト

Daizina Meistner (Daizina Fleat)
ディジナ・マイスナー(ディジナ・フレット)

Kfir Imperium
クフィル・インペリューン

Trao Ballanka
トラーオ・バランカ

Elmelah Colus
エルメラ・コーラス

Mell, Coul Lithora
メル・クール・リトラ

MORTAR HEADD, SHIP & VEHICLE

L.E.D. Mirage
L.E.D.ミラージュ

Vatshu the Black Knight
バッシュ・ザ・ブラックナイト

Horned Mirage
ホーンド・ミラージュ

Brandzi (Kormals Bybroth)
ブランジ(クルマルス・ビブロス)

Helmine
ヘルマイネ

Barunja
バルンシャ

Devoneha
デヴォンシャ

The Knight of Gold
ザ・ナイト・オブ・ゴールド

Jüonchoon
ジュノーン

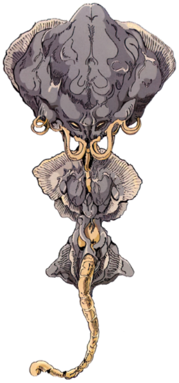
Knight of Gold A-T
ナイト・オブ・ゴールド・A-T

The Will
次元航行移動戦闘コロニー ザ・ウィル

Dalance
フィルモア帝国皇帝旗艦ダランス

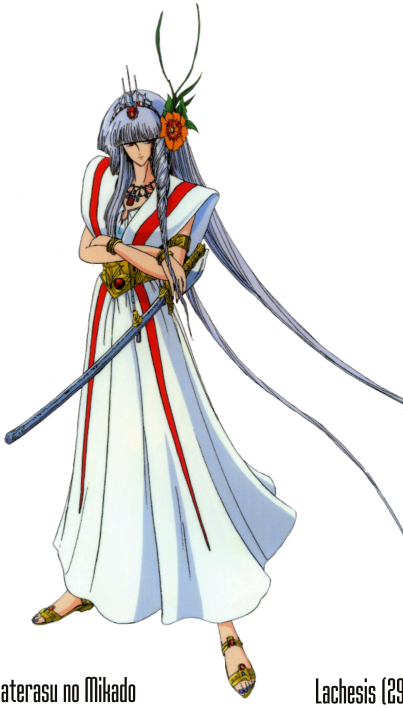
U-XXV "Belle Clair"
天照家旗艦ベル・クレール

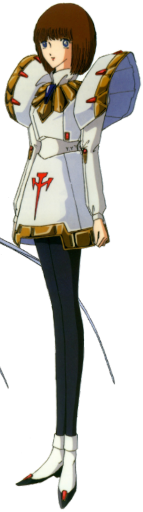
Mortar Dowrrie
モータードーリー

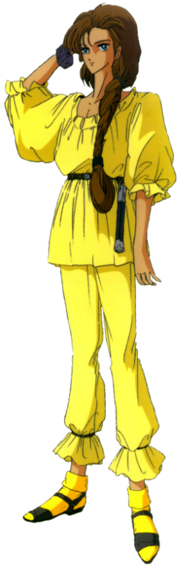


Eetoramuru Fatima

A non-humanoid Fatima developed specifically to avert the risk of feelings—transcending the mere master-servant dynamic—blossoming between a Knight and a Fatima. Stripped entirely of both physical beauty and emotion, it functions solely as an organic computer. Housed within an amniotic-fluid-filled capsule, it is installed inside the head of a Mortar Headd.







Amaterasu no Mikado

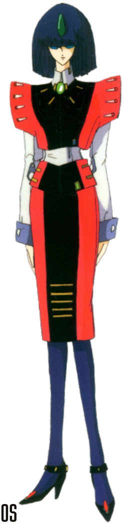
The protagonist of the story—the God of Light. Born as the 84th monarch of the Amaterasu dynasty, he unified Delta Belun through the sheer force of his beauty and intellect. Commander of the Mirage Knights—the Meightiest order of knights in existence—he launched a massive invasion of other star systems in the year 3159, only to suffer the loss of Lachesis midway through the campaign.

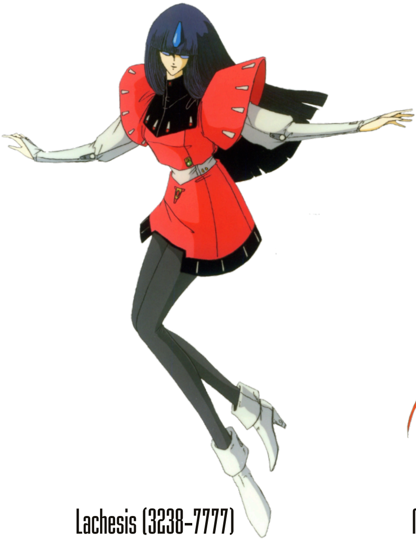
Lachesis (2988)

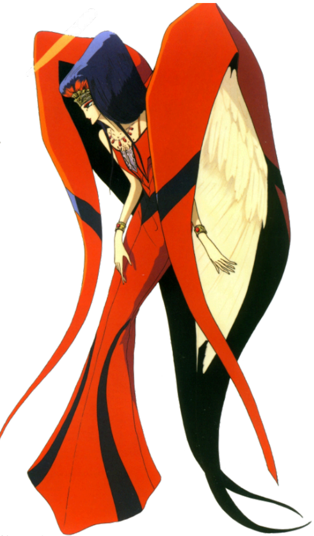
The 44th Fatima created by Dr. Ballanche, her true identity is that of one of the three goddesses who govern destiny. She became the bride of Amaterasu no Mikado and controls the MH Knight of Gold. In the middle of the story, she ends up wandering the reaches beyond space and time.

Ladios Sopp

A legendary MH Meister who appears throughout the Cluster Calendar as the story's narrator. He dreams of creating the ultimate MH—one capable of operating without a Fatima. In the year 2988, he eloped with Lachesis from Juba Castle in the Republic of Lent on the planet Addler.







Fatima Atropos

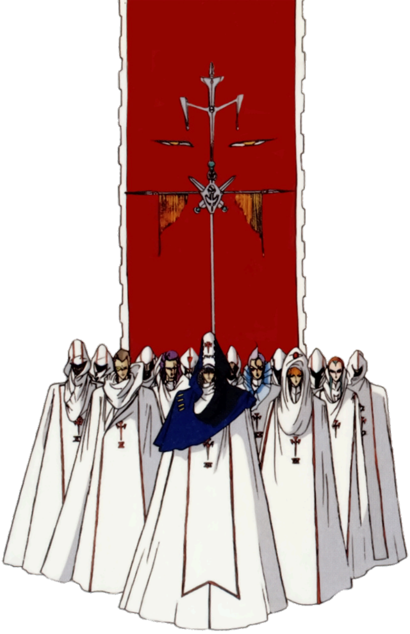
The 43rd Ballanche Fatima. Among the three Goddesses of Fate, she bears the role of presiding over death. She was not subjected to Damgate Control, having been allowed to escape by Ballanche himself. She appeared before Amaterasu in the year 3952.

Lachesis (3238-7777)

The alternate form of Lachesis, the heroine of the main story. She was reconstructed by Ballanche as a Double Epsilon-type humanoid. While she harbors a formidable power that surpasses even that of a Knight, she is simultaneously expected to bring hope to the Star Cluster.

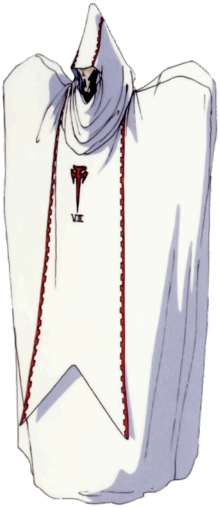
Mell, Coul Lithora

Amaterasu's first wife. She married him in the year 2087 but passed away at the young age of 130 (approximately 25 in Earth years). The circumstances surrounding her marriage to Amaterasu remain a mystery. As she was a Diver, her spirit persisted even after death, and she continues to watch over Amaterasu.



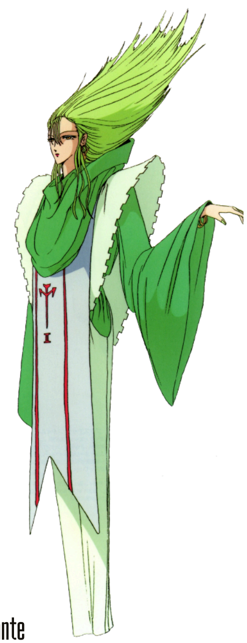
First Easter Mirage Corps

The Mirage Knights is an order founded by Amaterasu. Although technically nothing more than Amaterasu's private guard, the order effectively reigns as the premier knighthood of the A.K.D., playing an active role in both its military and administrative affairs. Active from Star Cluster Year 2813 to 7777, the order numbered 41 knights among its ranks during this period. Every member swears an oath of absolute loyalty to Amaterasu.



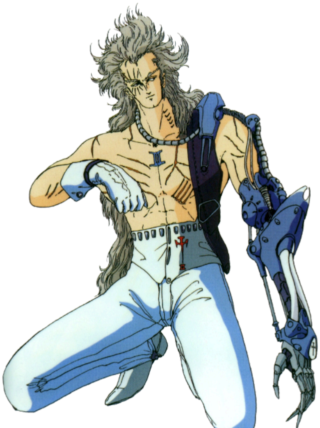
Mirage Knight

Headdliners belonging to the Mirage Knights. Membership is open to individuals regardless of Star Cluster, nation, race, or gender; candidates are selected through scouting by figures such as Amaterasu, Aisha, and Rogner. Feared by the public as beings whose mere presence is "uncanny," becoming a Mirage Knight serves as the ultimate proof of being the strongest knight in the Star Cluster.



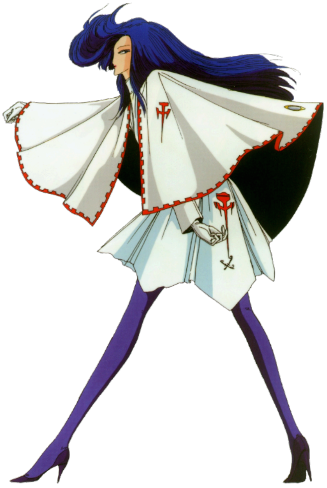
Aisha Cordante

A female Headliner of the Mirage Knights. She is the eldest daughter of the Cordante family and a princess. Having been close friends with Amaterasu since childhood, she is a figure with whom he can be completely at ease. Her partner is Alekto, and her MH is the Cross Mirage. Due to her volatile temper—prone to sudden, explosive outbursts—she has earned renown as the mightiest female knight.



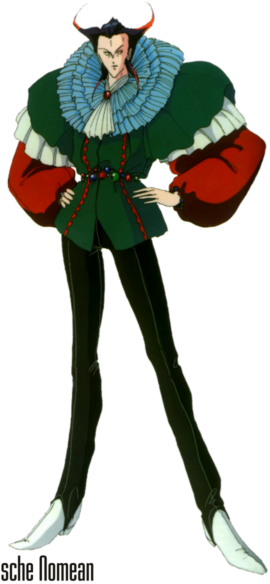
Loundwound Spacorn

The second-generation No. 3 of the Mirage Knights. To extend his lifespan, he has undergone extensive cybernetic augmentation, with more than half of his body now mechanized. While he typically appears in a suit, he equips various attachments—such as a Machine Protector and a Laser Sword—when engaging in combat. His partner is Tisphone.



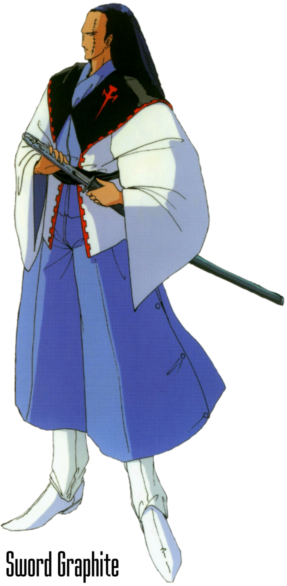
Lie Ex Henschel Atwight

The second Knight No. 7 of the Mirage Knights, renowned for her mastery of the laser scythe. She is partnered with the male Fatima, Ikaros. A princess of the Duchy of Atwight and a Doctor of Engineering—she is a female Knight of exceptional talent and beauty, possessing a superb physique to boot. She made her debut appearance as a member of Amaterasu's retinue during the unveiling ceremony of Lachesis.



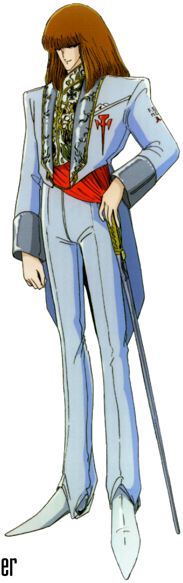
Poesche Nomean

Mirage Knight No. 13. A master of both staff and spear combat, he also serves as the martial arts instructor for the Goth Knights. A man of style, he ensures his ruffled collar remains visible even when wearing his Mirage Cape, which otherwise completely envelops his body. He was killed in battle against Bosjathfort. His partner was Shelasta.



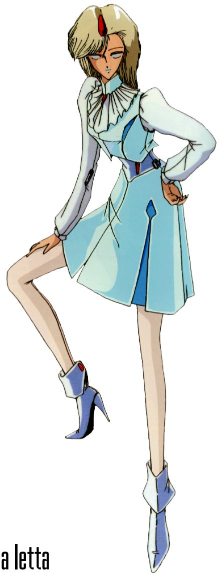
Nu Sword Graphite

Mirage Knight No. 17. A master of the dual-wielding laser sword technique. His defining features are his flowing hair and the prominent scar across the left side of his face. Though shy, he possesses a gentle heart—a quality exemplified by the subtle manner in which he once saved Lachesis from harm—and evokes the spirit of a traditional Japanese gentleman. He pilots the Horned Mirage, accompanied by his partner, Batrisha, who bears the air of a beautiful executive secretary.



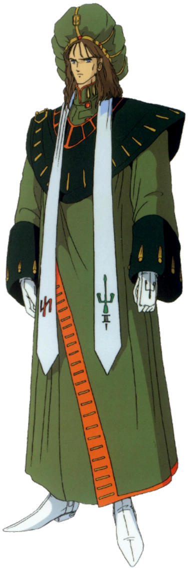
F.U. Rogner

The King of the Babylon Kingdom. Although he has died on several occasions, he is able to be resurrected thanks to "Daughter"—the sole remaining clone chip in the Star Cluster. As the leader of the Mirage Knights, he and Ietta are constantly on the move, ranging across the entire Star Cluster to carry out their missions. He harbors a rather complicated secret regarding his origins.



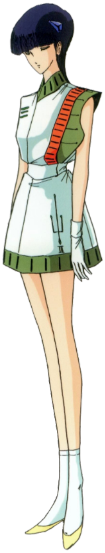
Fatima Ietta

She is F.U. Rogner's partner, and later becomes his lawful wife. During the periods when Rogner—who undergoes repeated cloning and regeneration—is deceased, she, too, remains in slumber within the Float Temple. Her signature color is white, earning her the epithet "Ietta the White."



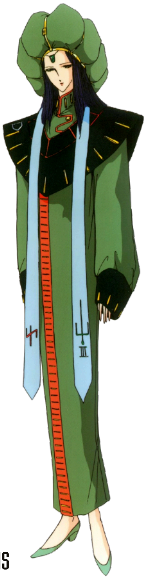
Colus III

The 23rd monarch of the Colus Dynasty, a major power on Jüno—the third planet of the solar system. During his university years, he apprenticed under the Black Knight, Duke Roados, and subsequently distinguished himself as a knight in his own right. He was killed in action during the Battle of Haggouda in the year 2989. He had a daughter, Sayly, with his consort, Queen Elmelah.



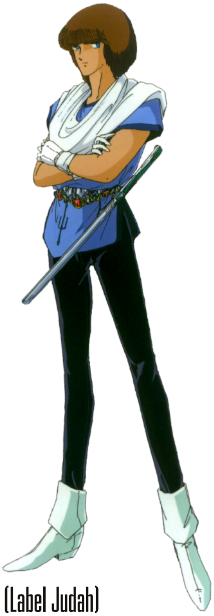
Fatima Ulicle

A Fatima created by Morard Carbyte. In the year 2957, she became the partner of Colus III. She was bound to Colus III by a deep bond—one akin to love. During the Battle of Hagooda, she fought against a Boulei Knight to protect the wounded Colus, ultimately sacrificing her life.



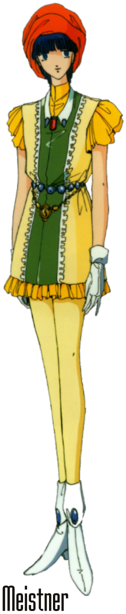
Elmelah Colus

She married Colus III, thereby becoming the Queen Consort of the Colus Dynasty. Out of the depth of her love for Colus III, she grew jealous of Fatima Ulicle, who devoted her unwavering loyalty to him. With Colus III, she bore Princess Seirei and Colus IV—the future King of Yao.



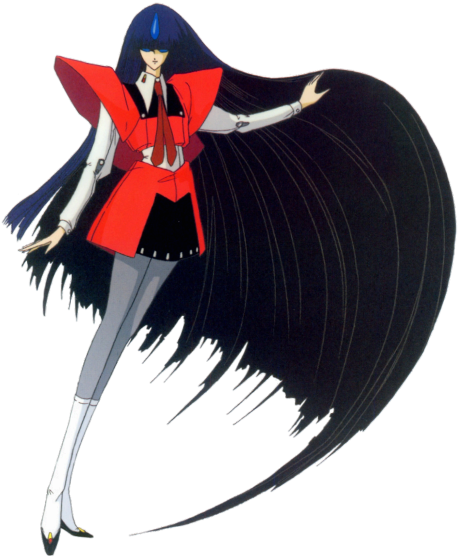
Colus VI (Label Judah)

He is the heir to the throne of the Colus Dynasty; however, as his parents were slain by Amaterasu, he has assumed a false identity and taken refuge among the partisans. He bears the mission of locating the MH Jünchoon and Fatima Clotho, which were hidden away by Grard Sydmian.



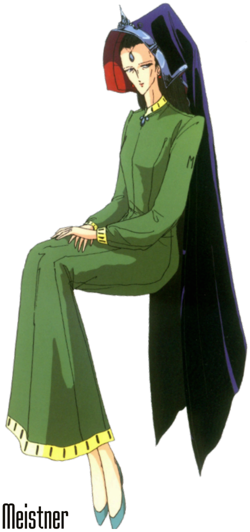
Daizina Meistner

A young girl participating in the anti-Amaterasu underground movement. She is completely alone in the world and knows absolutely nothing about her own origins. She possesses a ruby gemstone inscribed with the name "Ladios Sopp" and continues to search for its true owner in hopes of uncovering the secret of her birth.



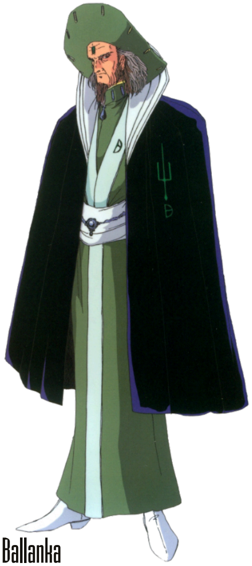
Fatima Clotho

The 45th and final Ballanche Fatima. In the year 2988 of the Cluster Calendar, guided by her older sister Lachesis, she escaped from the unveiling ceremony hosted by Grand Princess Yuba and became a Fatima of the Royal House of Colus. She has not undergone Damgate Control.



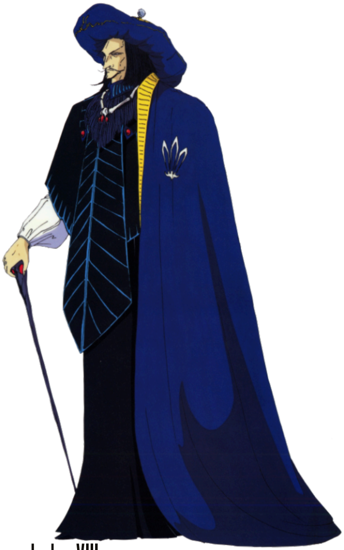
Lizard Meistner

The Lord of the Meistner territory, one of the three kingdoms of the Colus Dynasty. She possesses a pragmatic mindset and strong executive ability. During the war of 2989, despite being a woman, she served as the Supreme Commander of the military and worked tirelessly to defend her homeland. She remained unmarried throughout her life and thus had no children.



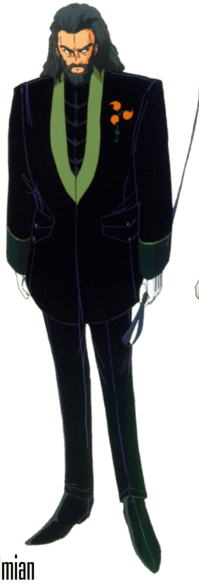
Trao Ballanka

A prince of the Kingdom of Ballanka—one of the three nations of the Colus Dynasty. He is Rupus's younger brother. He fell in love at first sight with Sharie Randers—the older sister of Paurouth Randers, whom he had doted upon like a younger brother—and subsequently married her. In the 3020s, he became a feudal lord within the Kingdom of Ballanka.



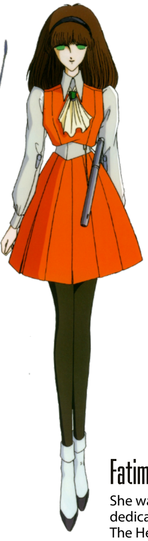
Lader VIII

The 237th Emperor of the Fillmore Empire on the planet Kallamity. He leads Neue Siltis and serves as an active Headliner, piloting the MH Vo Siren. A formidable strategist, he covertly manipulates the conflicts and political affairs of other nations from behind the scenes.



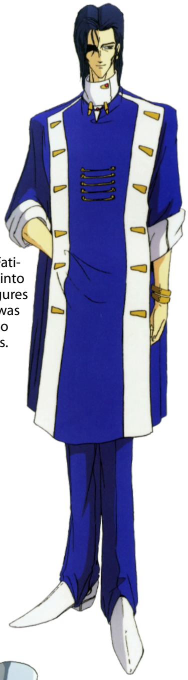
Grard Sydmian

The fifth—and final—Black Knight. As Commander of the Royal Army of the House of Colus, he experienced countless battles in defense of the Colus Dynasty. In the year 3960, he lost his life during a fierce, 65-hour battle against Karrer Chrysalis. He loved his partner, Est, with all his heart and treated her as if she were his true wife.



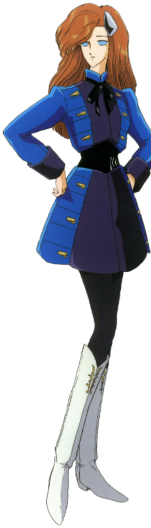
Fatima Est

She was created by Morard Carbyte to serve as the dedicated Fatima for MH Vatshu, the Black Knight. The Headdliner chosen by her to be her Master is deemed worthy to pilot Vatshu and is accorded the title of "The Black Knight." Due to having served under a succession of different knights, she appears quite frequently throughout the narrative.



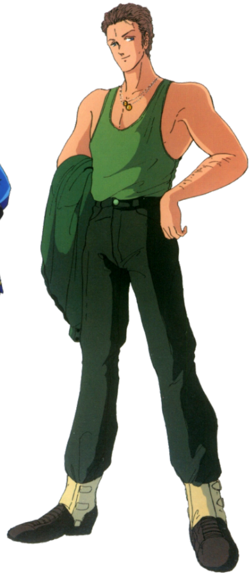
Chrome Ballanche

As a Fatima Meight, he created 45 Ballanche Fatimas and trained over 400 others. He brought into existence the three goddesses of destiny—figures central to the main storyline. But what, truly, was his ultimate intent? A genius scientist who also distinguished himself as a Meight for starships.



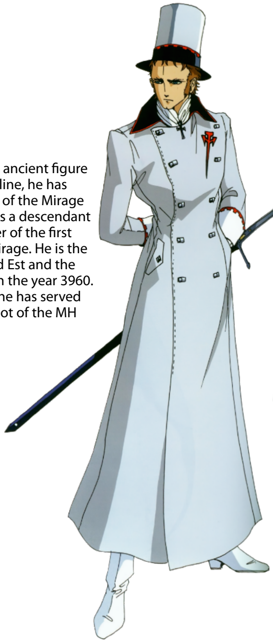
Fatima Megaira

The 40th individual is a Ballanche Fatima. She is Mission Rouath's partner, and she accompanied him constantly—even during the times he served as a Board member. She is the archetypal devoted wife: a caretaker who looks after her mischievous "Board" with unwavering dedication, even when he acts out or causes trouble. Following Rouath's death, she became Fatima of Upizona Bardenberg.



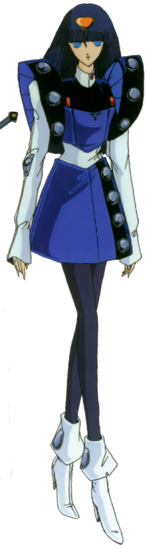
Voards Viewlard

His true identity is Mission Rouath of the Lent Federation. Cheerful, wild, and somewhat of a goofball, this persona is merely a temporary guise he adopts to blend in with the world. Accompanied by his partner, Mega Era, he wanders throughout the star cluster. He is also a good friend of Sopp.



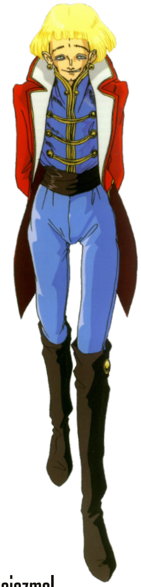
Karrer Chrysalis

While he is the most ancient figure in terms of the storyline, he has served as a member of the Mirage since the 3900s. He is a descendant of Leobalt, a member of the first generation of the Mirage. He is the knight who defeated Est and the Black Knight Grard in the year 3960. From 4100 onward, he has served exclusively as the pilot of the MH Wolke Schätze.



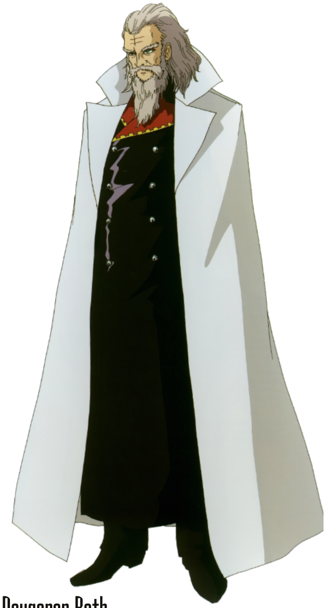
Fatima Tita

A prized Fatima created by Dr. Ballanche as his definitive work of the middle period, specifically designed to counter Est. Having long served as a Mirage Knight of the Chrysalis House, she—together with Karrer—defeats Est and her partner, Grard, with whom she had become close during their time at Colus Castle.



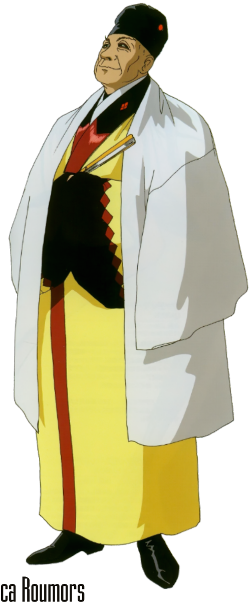
Décors Weiszmel

A Headdliner purchased by Duke Juba of Lent, appearing under the guise of his "nephew." Although he features in the main story as an utterly despicable villain, as a Headdliner, he possesses skills ranked among the very best in the entire Star Cluster. He later becomes the third Black Knight.



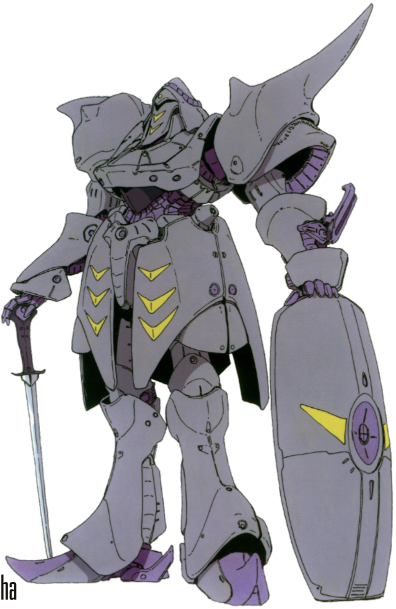
Dougeran Roth

He is the Lord of the Dougeran territory within the Kingdom of Babylon and serves as the Chairman of the Amaterasu House Senate. He was the original Mirage No. 2. Since retiring from active duty, he appears to have assumed the role of an elder statesman. In 2992, amidst the grave crisis involving the loss of Emperor Amaterasu's powers, he summoned Kaien to the Float Temple.



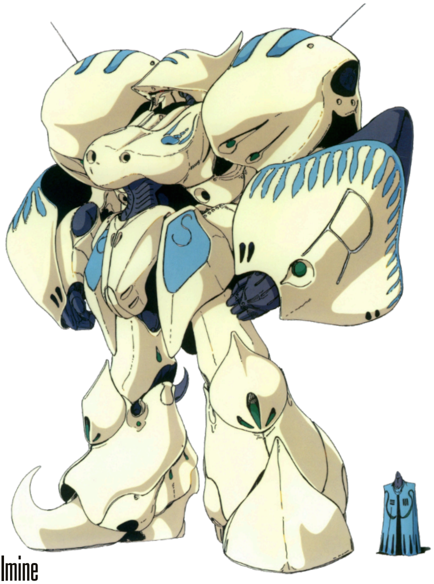
Merca Roumors

Hailing from the House of Melca in the Kingdom of Belun (Delta Belun Star), he was the first to bear the title of Mirage No. 8. Following his retirement from the Mirage Corps, he dedicated himself to serving as an Elder of the A.K.D. Furthermore, he participated in numerous battles in his capacity as a military advisor to the A.K.D. He is the one and only person to whom Aisha defers.



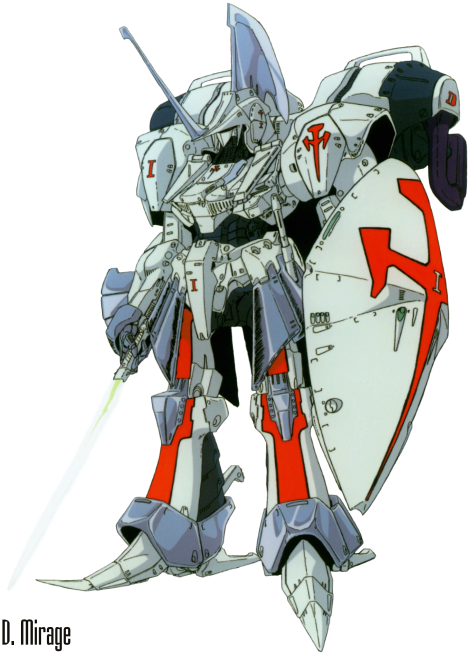
Devoncha

This is a mass-production series MH created by the renowned master craftsman and Duke, Free MH Meight Parabellum Sturm. Although the Torrora unit was effortlessly crushed by the K.O.G., its balanced performance and affordable price have made it a popular choice as a personal-use MH. This is also the model that Michael Lester piloted.



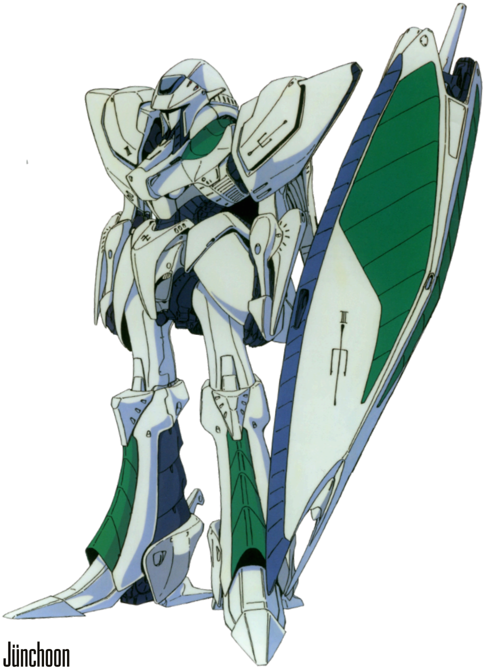
Helmine

A Heavy MH clad from head to toe in thick armor. Known as the "Rosso," this unit is owned by the Imperial Ugra Knights. Grand Duke Juba of Bastogne purchased a single unit of this Helmine model from the Rosso, astonishing the crowd gathered for its public unveiling.



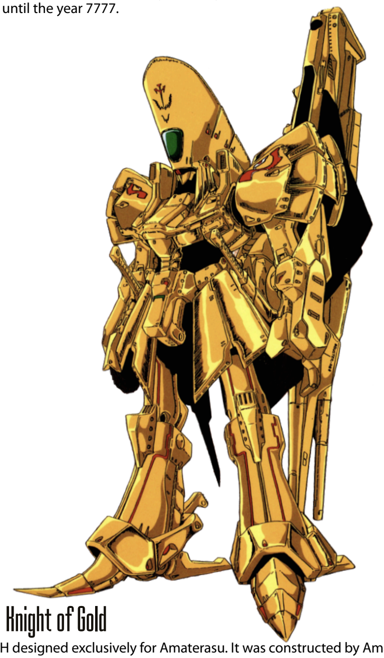
L.E.D. Mirage

The second-generation flagship Knight of the A.K.D.'s Mirage Knights. It was designed by Amaterasu following the obsolescence of the Horned Mirage, which had served as the flagship until around the year 2990. A total of 41 units were produced, serving as the foundational blueprint for all subsequent Mirage Machines. Feared as the "Strongest Mirage," it remained active on the front lines until the year 7777.



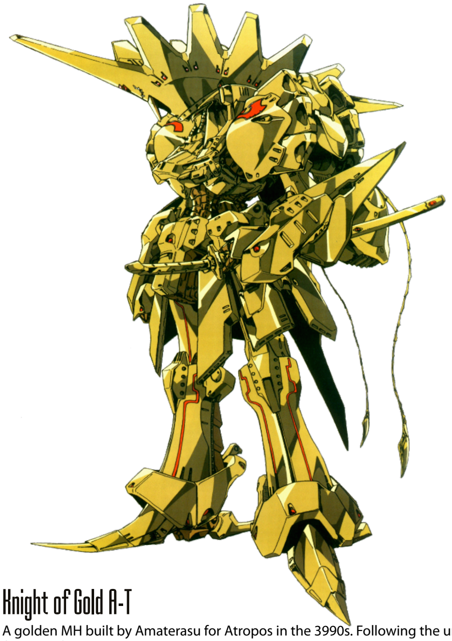
Jünchoon

A Royal MH personally designed by Colus III for his exclusive use. It is an advanced variant of the Berlin—the Colus Dynasty's mainstay MH—and its construction spanned a period of thirty years. Having undergone three rounds of refurbishment, it exists in three distinct types: the Early Model, the Late Model, and the Final Model.



The Knight of Gold

A MH designed exclusively for Amaterasu. It was constructed by Amaterasu for Lachesis. It can be piloted by either Amaterasu or Lachesis alone—and furthermore, it is the only MH in the Star Cluster capable of independent operation. Possessing power that transcends time, it stands as the Meightiest MH in the entire Star Cluster.p

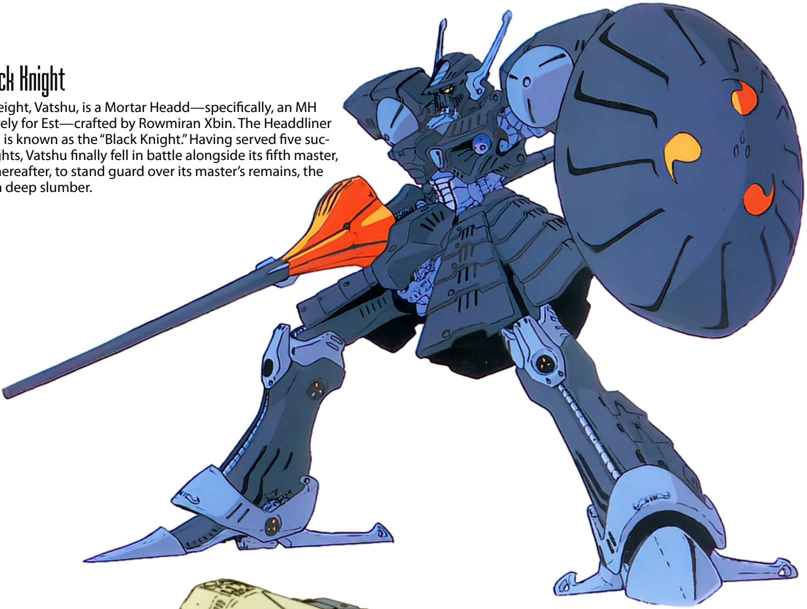


Knight of Gold A-T

A golden MH built by Amaterasu for Atropos in the 3990s. Following the unification of the Star Cluster, it is piloted by Upandra Lime, who became Mirage Knight No. 1.

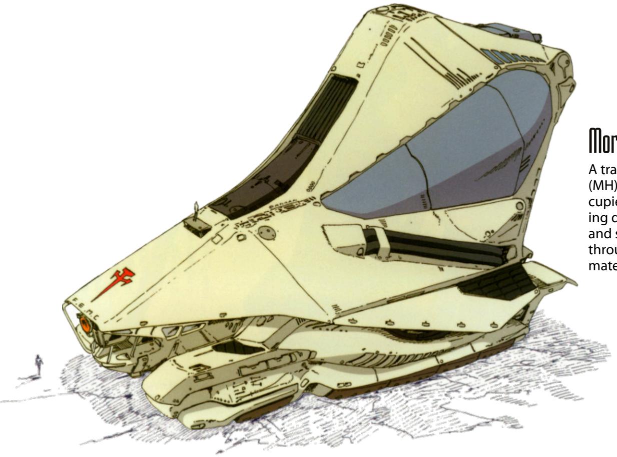
Vatshu the Black Knight

Kallamity's MH Meight, Vatshu, is a Mortar Headd—specifically, an MH designed exclusively for Est—crafted by Rowmiran Xbin. The Headdliner who pilots Vatshu is known as the "Black Knight." Having served five successive Black Knights, Vatshu finally fell in battle alongside its fifth master, Grard Sydmian; thereafter, to stand guard over its master's remains, the MH entered into a deep slumber.



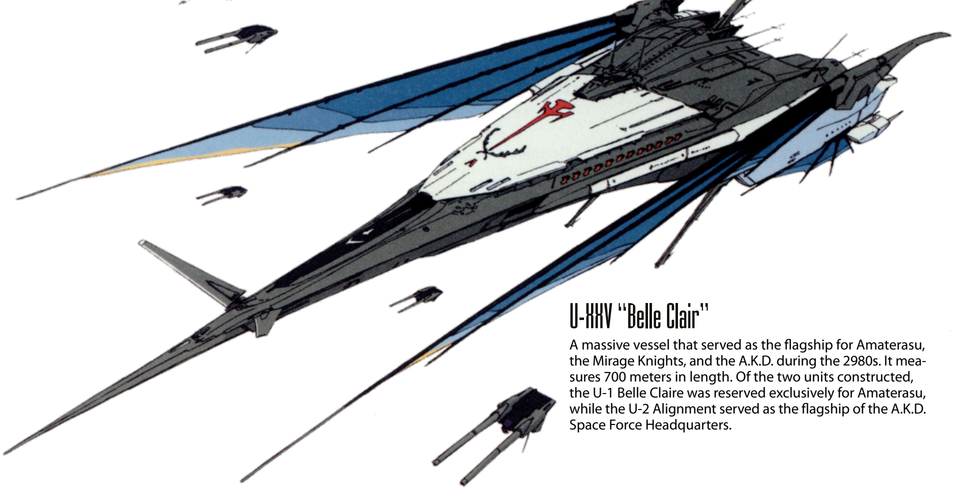
Mortar Dowrrie

A transport aircraft designed to convey Mortar Headds (MH) and Fatimas over land. The bulk of its fuselage is occupied by a spacious hangar, which also incorporates living quarters for Headdliners and Fatimas, repair facilities, and storage capacity for supplies. It travels by hovering through the air, maintaining a cruising speed of approximately 200 kilometers per hour.



U-XXV "Belle Clair"

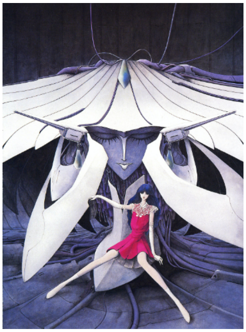
A massive vessel that served as the flagship for Amaterasu, the Mirage Knights, and the A.K.D. during the 2980s. It measures 700 meters in length. Of the two units constructed, the U-1 Belle Claire was reserved exclusively for Amaterasu, while the U-2 Alignment served as the flagship of the A.K.D. Space Force Headquarters.



The Five Star Stories

CHARACTERS #2

FSS#2:MIRAGE



Motar Headd is Postmodern!

●Volume 2 opens with the epilogue to Chapter 1, in which Amaterasu no Mikado and the Mirage Knight give a grand welcome to Lachesis as she enters the Float Temple. The subsequent second episode is set in the year 2989, centering on the Colus Dynasty as it comes under attack by the Haggouda Empire—led by Queen ΛΜΕΑΙΟΣ—which is backed by major world powers. Trao Ballanka, the Knight of the Trio, mourns the deaths of Paurouth Randers and Elma. Interspersed throughout the narrative are episodes recounting the origins of the fateful rivalry between Colus III and Vralgo Kentauri in the year 2957, his encounter with Morard Carbyte, and the events that led him to take Ulicul as his partner and embark on a journey across the entire Star Cluster alongside Roados Dragoon and Est. Turning back the clock: Colus III and Ulicul head to the front lines to undergo Jünchoon's test, only to be ambushed by Gellow—a knight of Boowray, the "Death God" Mercenary Corps of Böth. Rogner and Ietta rush to the scene, but they arrive a moment too late; Ulicul is killed, and Colus III is left critically wounded. Then, in July, Sopp descends upon the land of Colus—a region now surging with anti-Haggouda sentiment.

●**The Five Star Stories, Vol. 2**
Contains chapters originally published in **Newtype** magazine from the February 1987 issue through the October 1987 issue.

CHARACTER

Dougeran Roth
ダグエラン・ルス

Lachesis
ラキシス

Lemarah Lout Jajas
イマラ・ロウト・ジャジャス

Uratzen Sie
ウラッツェン・ジィ

Poesche Nomean
ポエシェ・ノーミン

Leopard Chrysalis
レオパルト・クリサリス

Lie Ex Henschel Atwight
リィ・エックス・アトワイト

Spector
スペクター

Amaterasu no Mikado
アマテラスのミカド

Mission Rouath
ミッション・ルース

Luviel Lays
ルビール・レイス

Fatima Clotho
ファティマ・クローソー

Paurouth Randers
プルース・ランダース

Fatima Elma
ファティマ・エルマ

Fatima Atropos
ファティマ・アトロポス

ΛΜΕΑΙΟΣ (Anmeaide)
アルメメイオス

Trao Ballanka
トラーオ・バランカ

Lizard Meistner
リザード・マイスナー

Colus III
コーラス3世

Vralgo Kentauri
ラルゴ・ケンタウリ

Fatima Est
ファティマ・エスト

Roados Dragoon
ロードス・ドラグーン

Morard Carbyte
モラード・カーバイト

Lader VIII
ドル・パーマネント・レーダー8世

Fatima Tita
ファティマ・ティータ

Fatima Ulicul
ファティマ・ウリクル

Aisha Cordante
アイシャ・コーダンテ

Fatima Alekto
ファティマ・アレクトー

Ladios Sopp
レディオス・ソープ

Wlist
リスト

Kuaraimu Lusa
クライム・ルサ

Rupus Ballanka
ルーパス・バランカ

Blreno Canzian
ブルーノ・カンツィアン

Gellow Sgas-cone
ギエロ・スガスコーニチ

Fatima Syusha
ファティマ・シューシャ

Sayly Colus
セイレイ・コーラス

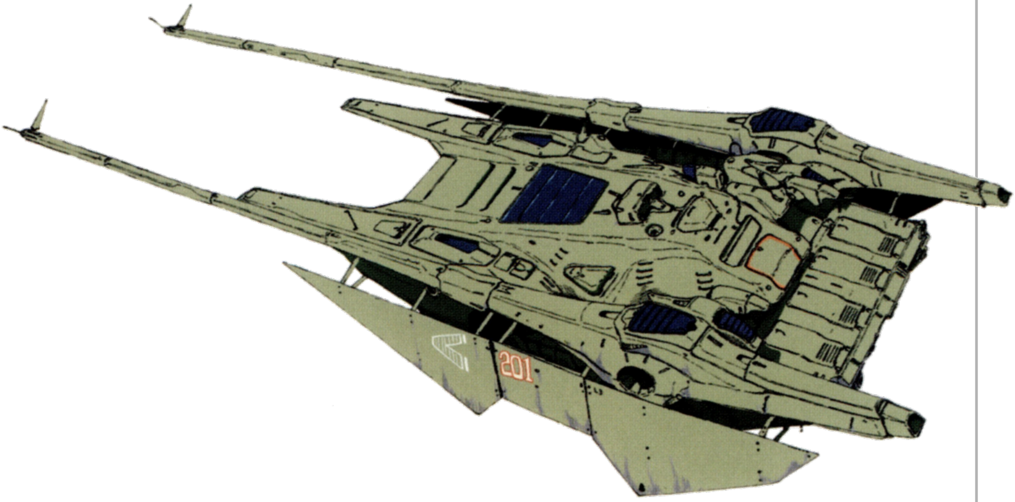
Dippa Drops
ディッパ・ドロップス

Fatima Achileus
ファティマ・アキレス

Falk Jugendlich Rogner
F・U・ログナー

Fatima Ietta
ファティマ・イエッタ

Elmelah Colus
エルメラ・コーラス



Air Barrel Me-2 62C

The most widely recognized Air Barrel in the Cluster. It is equipped with two large-caliber 180mm gun launchers. It has been officially adopted by 80 nations throughout the Cluster.

MORTAR HEADD, SHIP & VEHICLE

Horned Mirage
ホーンド・ミラージュ

Jagd Mirage
ヤクト・ミラージュ

Berlin
ベルリン

Maglow
マグロウ

Jünchoon
ジュノーン

Siren F
サイレンF型

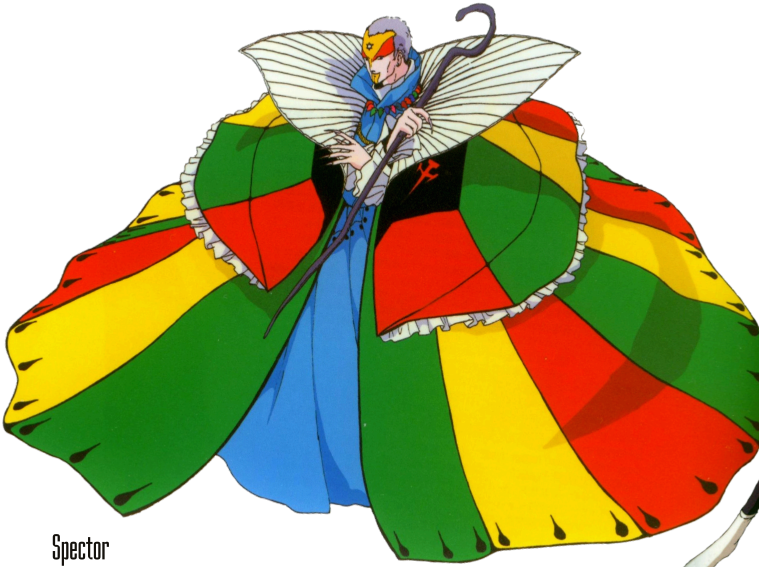
Vatshu the Black Knight
バッシュ・ザ・ブラックナイト

Boowray
ブーレイ

Calvary C
カルバリィC

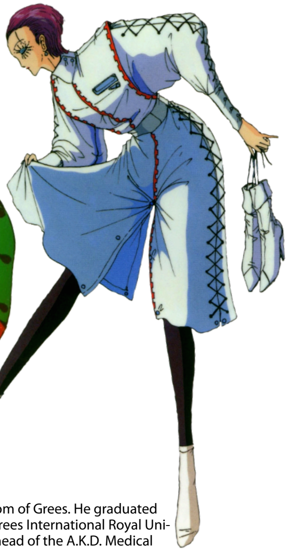
V-Siren 103 "Neptune"
V・サイレン103・ネプチューン

Air Barrel Me-2 62C
エアバレルMe-2 62c



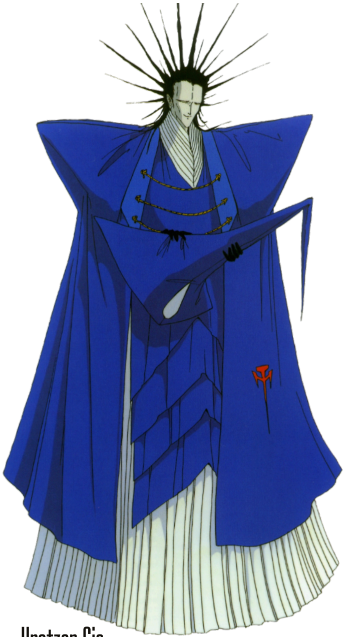
Spector

Is he a knight of the Mirage Knights? Together with his partner, Porter, he roams freely throughout the Float Temple, treating the place like a playground. His primary duty is to act as Lachesis's bodyguard—yet whenever a critical situation arises, he is invariably nowhere to be found. Perhaps, all things considered, that is for the best.



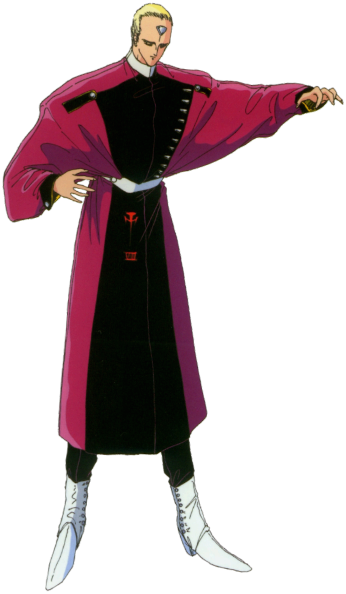
Dippa Drops

A knight hailing from the Kingdom of Grees. He graduated at the top of his class from the Grees International Royal University and rose to become the head of the A.K.D. Medical Bureau. He also appears to be involved in the development of Mirage Machines—a role exemplified by his work testing the Cross Mirage in Jüno during wartime.



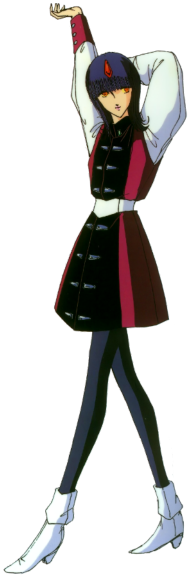
Uratzen Sie

A knight hailing from the Rosso Empire. During his time with the Bugla Knights, he piloted a Helmine. He joined the Mirage Knights in 2951 and participated in the Battle of Atoki. His primary duties appear to involve serving as a bodyguard for Lachesis when she ventures out, as well as looking after the young Panard.



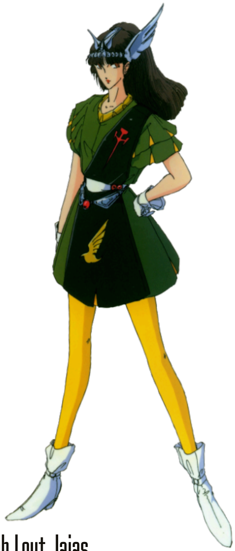
Fatima Achileus

Dr. Ballanche's 29th Fatima. He is Dr. Dippa Drops' partner—a male-type Fatima created concurrently with Ikaros of the Ex family. He is a quiet, sage-like figure.



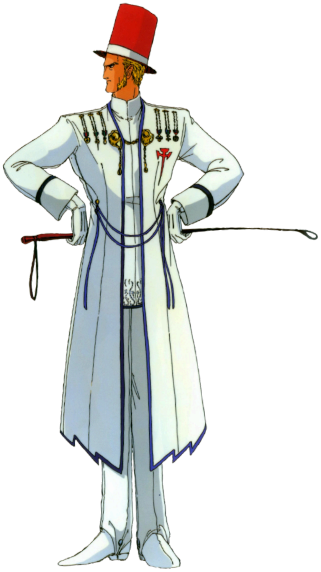
Fatima Alekto

Dr. Ballanche's 39th Fatima. His partner is Princess Aisha Cordante of the Mirage Knights. As he constantly accompanies Princess Aisha—who races all across the Star Cluster—his mannerisms and speech have gradually begun to resemble those of the Princess.



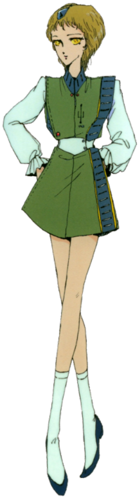
Iemarah Lout Jajas

The princess of the nation of Atia, a constituent state of Kallamity Godarce. She is a Mirage Knight. She serves as the Supreme Commander of the A.K.D. Space Forces, concurrently holding the positions of Captain of the A.K.D. flagship *Belle Clair* and the *Whale*-class battleship *Hell Dola*.



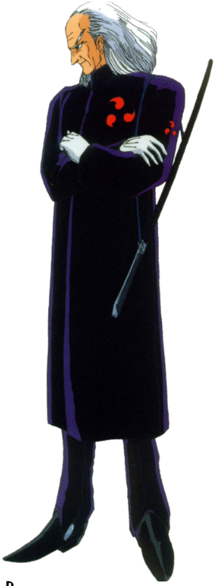
Leopard Chrysalis

The head of the Chrysalis family of the Kingdom of Grees. He is a Mirage Knight. He serves as a member of the A.K.D. Council and also holds the position of Chief Cabinet Secretary. A stern and upright man typical of a warrior, he makes a hobby out of lecturing younger knights—though it often seems as if he is the one being teased.



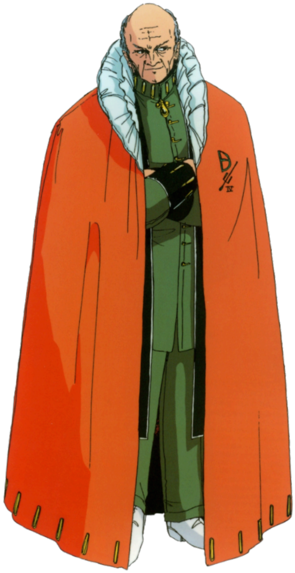
Fatima Elma

Dr. Morard's Fatima. A Templar Knight of the Colus Palace Order and partner to Rouath Landers. She was killed in the year 2989 during a battle against Maglow of the Haggouda Army, fought in the Ballanka territory of the Colus Dynasty on the planet Jüno.



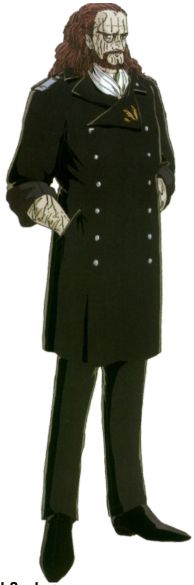
Roados Dragoon

A master swordsman who commanded the admiration and respect of the entire Star Cluster. He was the second Black Knight. Affiliated with no specific nation, he traveled the Star Cluster as a free knight, serving as a sword instructor for numerous knight orders. In the year 2990, in Noki City on Kastepo, he fell to the lethal blade of Décors and passed from this world.



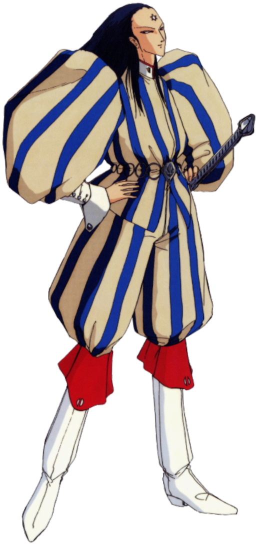
Rupus Ballanka

The Lord of the Ballanka fiefdom within the Colus Dynasty. Following the passing of Colus XXIII in 2989, he served as regent and advisor to the young Colus XXIV until 3020. Upon the accession of Colus XXIV, he ceded the entirety of the Ballanka family's holdings to Trao.



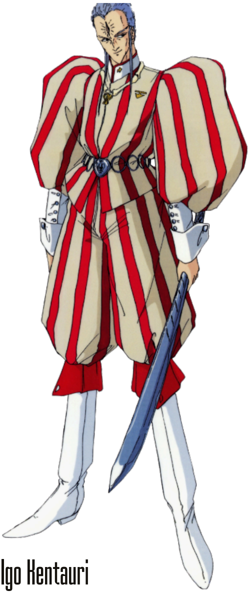
Morard Carbyte

One of the Four Great Meights. He is a longtime friend—and self-proclaimed "rival"—of Dr. Ballanche. His encounter with Lachesis at Colus Castle in the year 2989 would fundamentally alter the course of his destiny.



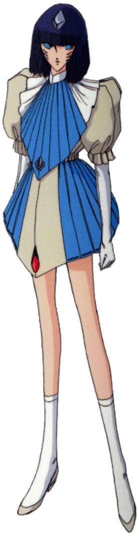
Blreno Canzian

The Headdliner of the enigmatic Boowray Mercenary Knights. His true identity is that of a member of the Blue Group within the Fillmore Empire's Court Knights, Neue Siltis. He was the sole survivor of the Boowray Knights during the Battle of Atoki—a burden that weighs heavily upon him.



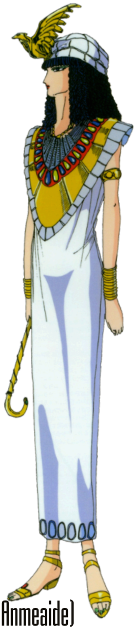
Yralgo Kentauri

A knight of the Fillmore Empire, bearing the bloodline of the Royal House of Lader. He served as the leader of the Neue Siltis Red Group; perhaps due to a history of animosity with Colus XXIII, he deployed a Siren Type F during the Battle of Atoki. He was defeated by Clotho's Jünchoon and fell in battle.



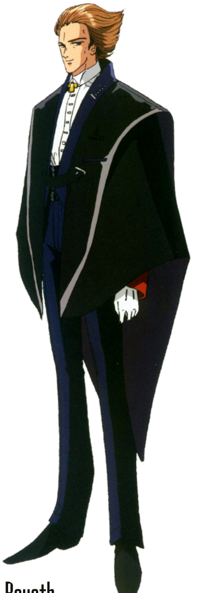
Fatima Syusha

A Fatima created by Dr. Koop. She was produced concurrently with Parasha. Her partner was Giero of the Fillmore Empire's Neue Siltis. She was killed in action during a battle against Jünchoon within the Ballanka territory.



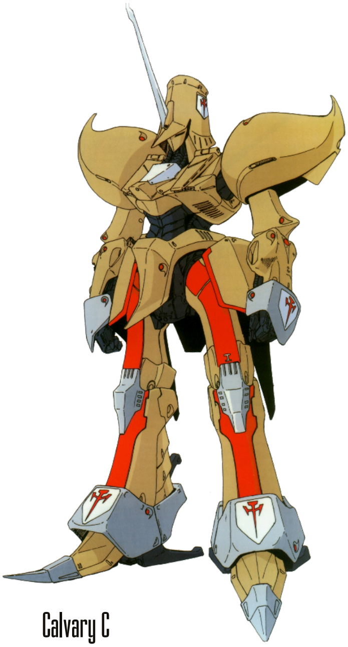
ΛΜΕΑΙΟΣ (Anmeaide)

The Empress who ruled the Haggouda Empire on Jüno. Manipulated by the machinations of a great power seeking to undermine the Colus Dynasty, she pressed forward with a war against Colus—a conflict she stood no chance of winning. Consequently, a coup d'état was launched by her war-weary subjects, leading to her tragic demise.



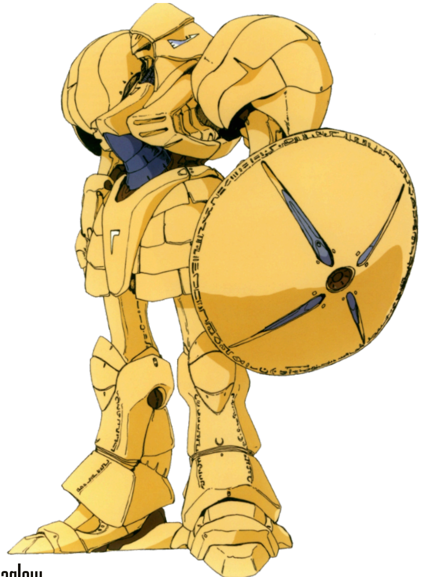
Mission Rouath

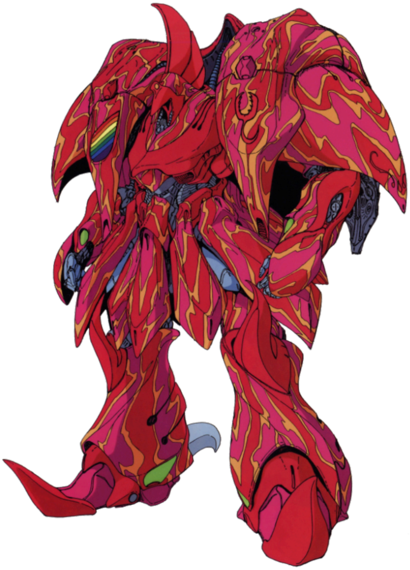
The 14th President of the Trün Federal Republic. He is renowned as an eminent statesman. A pure-blooded Knight of distinguished lineage, he counts the nation's first President as his grandfather and—as his great-grandfather—the very first Knight in the star cluster to be addressed as "Master" by a Fatima.



Calvary C

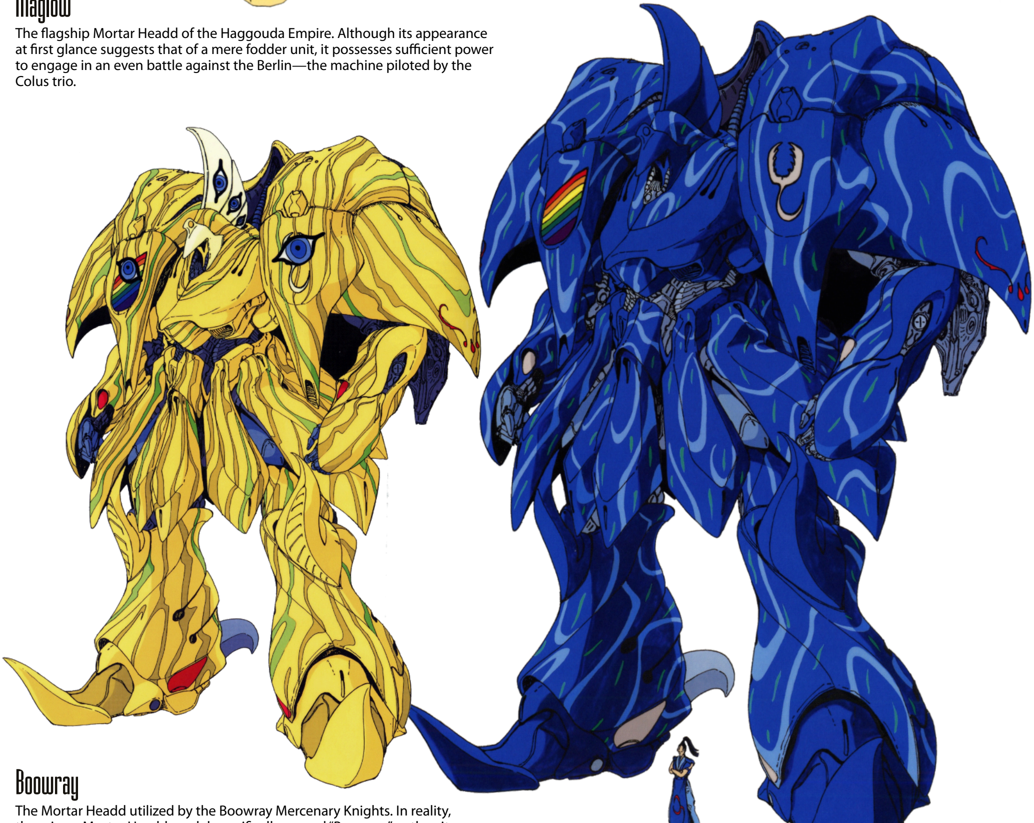
A Mirage Machine designed as a general-purpose Mortar Headd for use by Mirage Knights when operating independently. It is equipped with advanced detection capabilities, a diverse array of weaponry, and armor.





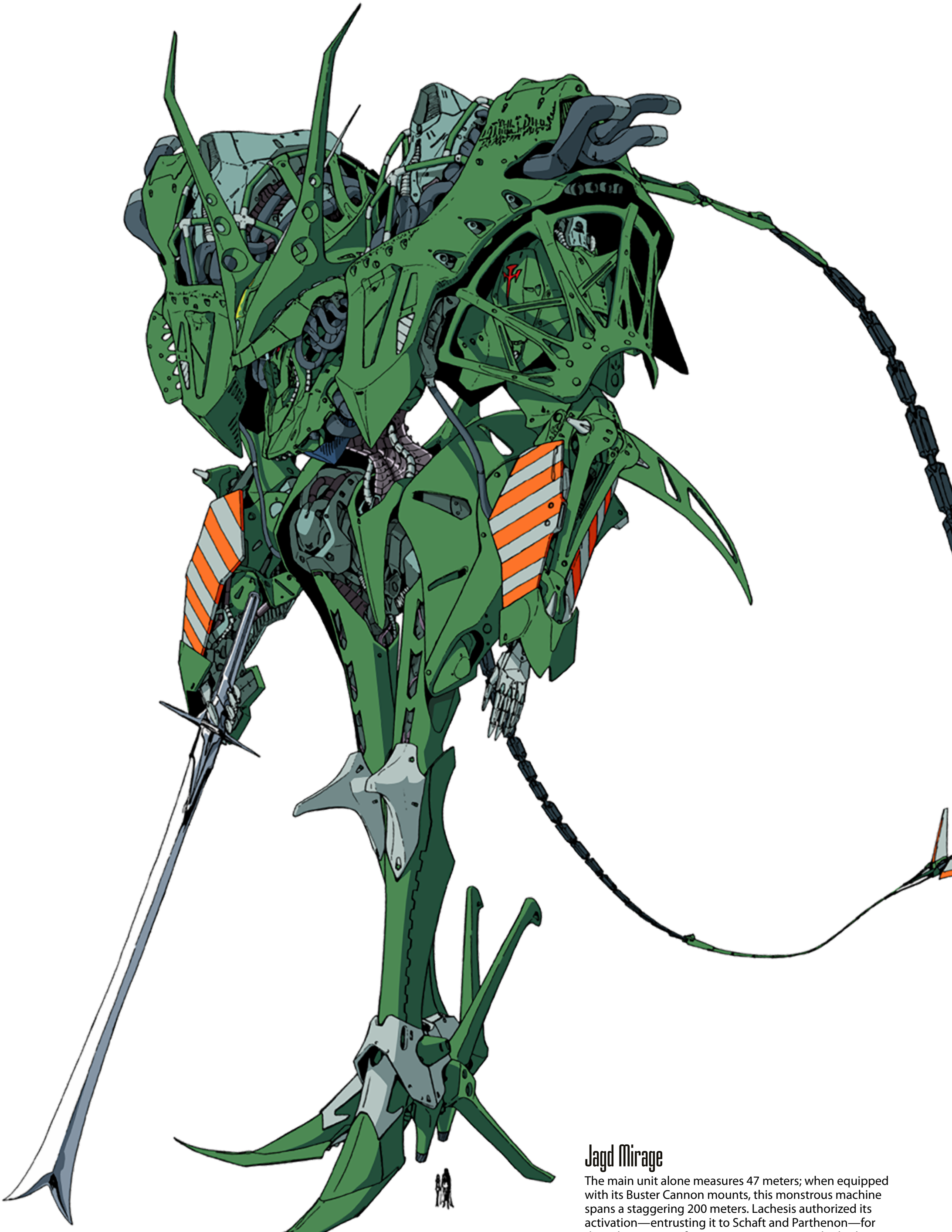
Maglow

The flagship Mortar Headd of the Haggouda Empire. Although its appearance at first glance suggests that of a mere fodder unit, it possesses sufficient power to engage in an even battle against the Berlin—the machine piloted by the Colus trio.



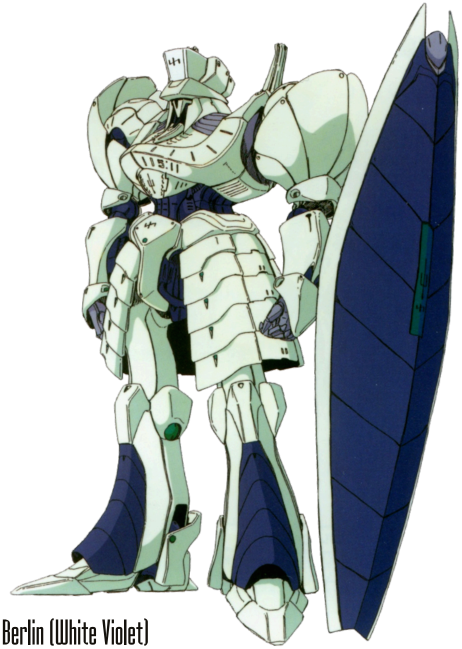
Boowray

The Mortar Headd utilized by the Boowray Mercenary Knights. In reality, there is no Mortar Headd model specifically named "Boowray"; rather, it consists of Siren or A-Toll frames fitted with specialized camouflage armor. The color scheme varies for each individual Headdliner.



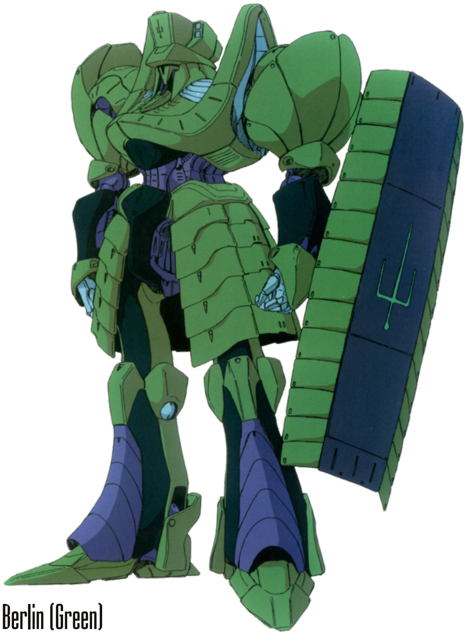
Jagd Mirage

The main unit alone measures 47 meters; when equipped with its Buster Cannon mounts, this monstrous machine spans a staggering 200 meters. Lachesis authorized its activation—entrusting it to Schaft and Parthenon—for the sole purpose of protecting Amaterasu, who had gone missing on Böth. It possesses power that borders on the truly unfair.



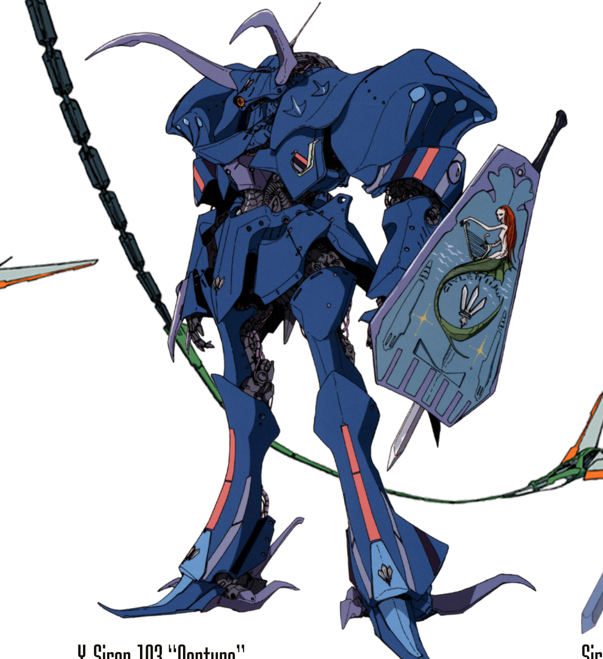
Berlin (White Violet)

A Mortar Headd exclusive to the Trio Temple Knights of the Colus Dynasty Court. Aside from its violet-colored armor and bail, it is identical to the standard Berlin. It is the work of the renowned Rowmiran Xbin.



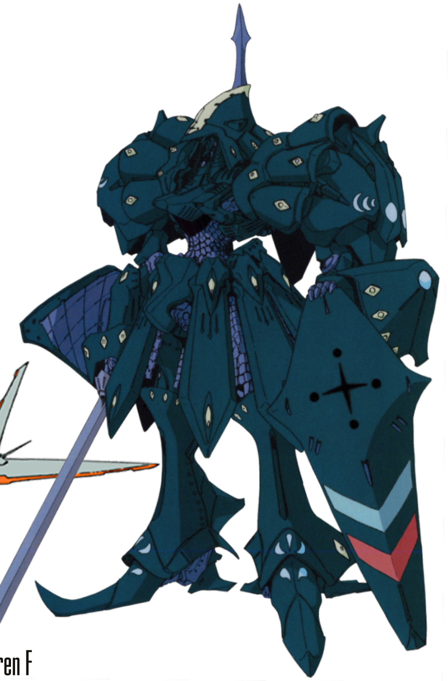
Berlin (Green)

The mainstay Mortar Headd of the Colus Dynasty military. It incorporates the expertise gained during the design of the Vatshu—to the extent that it can be considered its sibling unit. By the year 3960, over 100 units had been produced.



Y-Siren 103 "Neptune"

The Imperial Knight of the Lader Royal Family of the Fillmore Empire. Engineered for extreme weight reduction, its design allows it to harness 100 percent of the power of a Heavy Mortar Headd. It was bestowed by Lader VIII upon Christine, who had resolved to live her life as a pHighlander.

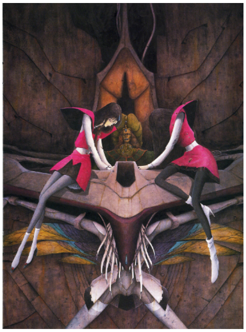


Siren F

The exclusive mount of the Captain of the Red Group, a division of the Fillmore Empire's Imperial Court Knights (Neue Siltis). It is feared by the nations of the Star Cluster as the "Demon God of the North." It stands as one of the Star Cluster's three greatest Mortar Headds.

The Five Star Stories
CHARACTERS #3

FSS#3: THE BABYSITTER



And Jünchoon Was Sealed Away

●Ladios Sopp reunites with Voards Viewlard in Colus and visits the bedside of the injured Colus III. Morard Carbyte, Roados Dragoon, and Est also rush to pay their respects, and Lachesis arrives as well, accompanied by three Mirage Knights. The Jünchoon—now refurbished and equipped by Sopp with an L.E.D. Mirage engine—awakens in response to Clotho's call. Then came the final showdown against Hagooda. Colus III fell in battle, struck down by a single blow from the Siren—piloted by Vralgo Kentauri—which had suddenly teleported onto the scene. Together with Jünchoon, Clotho defended the kingdom before entering into a long slumber. Within the womb of Queen Elmelah, a new life—bearing the bloodline of Colus—was stirring. The "Pre-Traffics" segment features episodes depicting King Colus VI and partisans—including Daizina Meistner—standing up against the tyranny of Üpandra Lime in the year 4071; it concludes with a story in which Blreno Canzian and Parasha return to Fillmore, and Yabo Beat inherits the aspirations of Mugumika Rao Collet A-Toll, the Miko of Hathuha.

●**The Five Star Stories, Vol. 3**
Contains material published in the monthly magazine **Newtype** from the November 1987 issue through the November 1989 issue.

CHARACTER

Ladios Sopp
レディオス・ソープ
Voards Viewlard
ボード・ヴュラード
Fatima Megaira
ファティマ・メガエラ
Luviel Lays
ルビール・レイス
Lizard Meistner
リザード・マイスナー
Colus III
コーラス3世
Lachesis
ラキシス
Hind Kill
ハインド・キル
Fatima Est
ファティマ・エスト
Roados Dragoon
ロードス・ドラターン
Morard Carbyte
モラード・カーバイト
Uratzen Sie
ウラッツェン・ジィ
Sharie Randers Krötenschwanz
シャーリィ・ランダース

Leopard Chrysalis
レオパレト・クリサリス
Spector
スペクター
Fatima Clotho
ファティマ・クローソー
Trao Ballanka
トラーオ・バランカ
Iemarah Lout Jaias
イマラ・ロウト・ジャジャス
Fatima Euphrosyne
ファティマ・エフロシューネ
Fatima Philleto
ファティマ・ピレット
Fatima Tita
ファティマ・ティータ
Fatima Sorut
ファティマ・ソリュート
Rupus Ballanka
ルーパス・バランカ
ΛΜΕΑΙΟΣ (Anmeaide)
アルメメイオス
Lowter
ロウター
Fatima Miran
ファティマ・ミラン

Wlist
リスト
Kuaraimu Lusa
クライム・ルサ
Vralgo Kentauri
ラルゴ・ケンタウリ
Dippa Drops
デイッパ・ドロップス
Fatima Atropos
ファティマ・アトロポス
Fatima Parasha
ファティマ・パラーシャ
Blreno Canzian
ブルーノ・カンツィアン
Falk Jugendlich Rogner
F・U・ログナー
Fatima Ietta
ファティマ・イエッタ
Colus VI (Label Judah)
コーラス6世（ラベル・ジューダ）
Daizina Meistner (Daizina Fleat)
デイジナ・マイスナー（ディジナ・フレット）
Amaterasu no Mikado
アマテラスのミカド
Lady Spector
レディ・スペクター

Victory
ビクトリー

Elmelah Colus
エルメラ・コーラス

Blourd Kentauri
ブロード・ケンタウリ

Upandra Lime
ユーパンドラ・ライム

Alert Lie Ex Henschel Atwight
アラート・リィ・エックス・ヘンシェル・アトワイト

Fatima Ikaros
ファティマ・イカロス

Décors Weiszmel
デコース・ワイズメル

Karrer Chrysalis
カーレル・クリサリス

Panard Lie Ex Atwight
パナール・リィ・エックス・アトワイト

Vagire
バーキュレ人

Upizona Bardenberg
ウピソナ・バーデンバーグ

Allen Braford
アーレン・ブラフォード

Loot Cordante
ルート・コーダンテ

Aisha Cordante
アイシャ・コーダンテ

John Weinzel
ヨーン・バインツェル

Mikel Joy Gira
マイケル・ジョーイ・ギラ

Jabo Beat
ヤーボ・ビート

Lader VIII
ドル・パーマネント・レーダー8世

Fatima Krautoma
ファティマ・クラトーマ

Fatima Concord
ファティマ・コンコード

Rao Collet Corre XVI
ラオ・コレット・クルール16世

Mugumica Rao Collet A-Toll
ムグミカ・ラオ・コレット・アトール

Fatima Alekto
ファティマ・アレクトー

The Fire Witch
ファイア・ウィッチ

Karen
カレン (花遭)

Dougulus Kaien
ダグラス・カイエン

A-T
A・T

MORTAR HEADD, SHIP & VEHICLE

Boowray
ブーレイ

Jünchoon
ジュノーン

Kormals Bybroth (Brandzi)
クルマルス・ビブロス (ブランジ)

Croma
クローマ

Berlin
ベルリン

Vatshu the Black Knight
バッシュ・ザ・ブラックナイト

L.E.D. Mirage
L.E.D.ミラージュ

A-Toll Swans BS
A・トール・スワンズBS

Maglow
マグロウ

Siren F
サイレンF型

The Knight of Gold
ザ・ナイト・オブ・ゴールド

Calvary C
カルバリィC

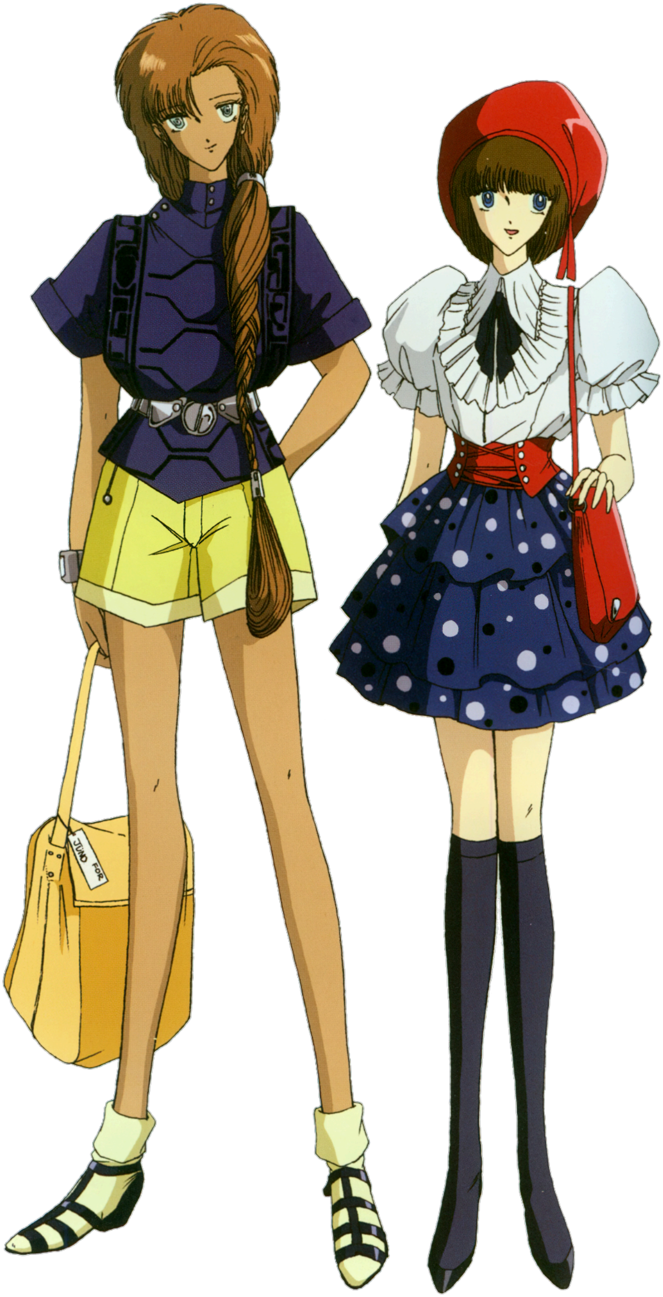
Knight of Gold A-T
ナイト・オブ・ゴールド・A-T

Speed Mirage Wunder Schätze
スピード・ミラージュ ヴンダーシェッツェ

A-Toll BS Cobra
A・トール・BS・コブラ

U-XXX "Whale"(Dola)
天照家高速巡洋艦 "ホエール" (ドウラー)

Air Barrel Me-2 62C
エアバレルMe-2 62c

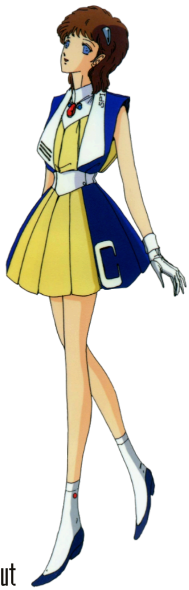


Ladios Sopp

The most skilled Motar Headd Meister in the entire Star Cluster. He arrives in Colus—a nation now steeped in an atmosphere of impending conflict—as war with the Republic of Hagooda looms. While he is driven in part by a need to settle a debt incurred during a recent public unveiling, he also apparently intends to conduct combat trials for the newly completed L.E.D. Mirage.

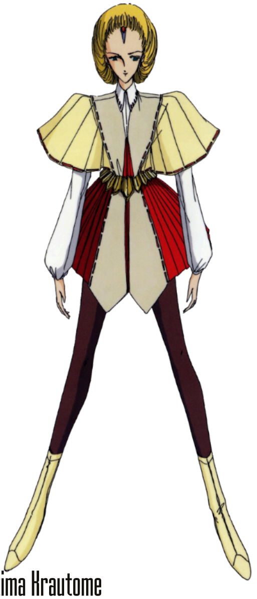
Lachesis

Since—outwardly, at least—she is presumed to have eloped with the Motar Headd Meister Ladios Sopp, Lachesis's entry into Colus is strictly unofficial. Furthermore, to avoid drawing attention to herself, she traveled separately from Sopp, entering Colus Castle in the company of the Mirage Knights.



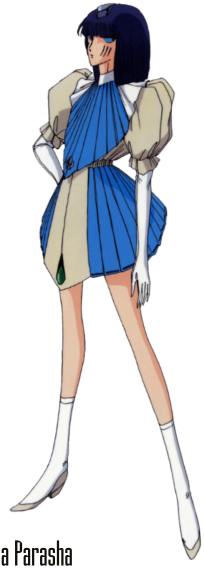
Fatima Sorut

Fatima, crafted by Dr. Morard. Her partner is Lubir Lewis, a Knight of the SPI Federal Public Security Order under the Trün Council.



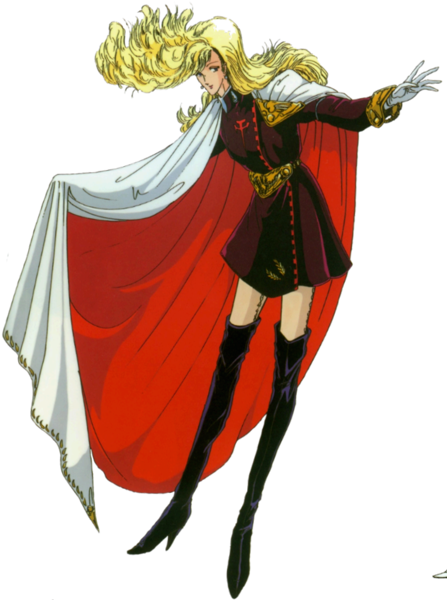
Fatima Krautome

The partner of Lader VIII, the Sun King of Kallamity Godarce. A creation of Dr. Steel Koop. After Lader VIII retired from knighthood, he went to join Kotona; subsequently, piloting the MH Phantom, he appeared in Hathuha—a land then in the very throes of war.



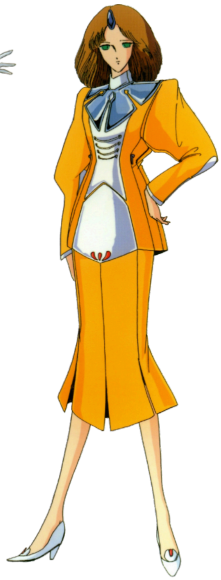
Fatima Parasha

Fatima, created by Dr. Steel Koop. Her partner is Blreno Canzian. True to the nature of a Fatima of the Fillmore Empire, she was subjected to slave-like abuse at the hands of Blreno. However, following the Battle of Atoki, it appears that Blreno began to grow more conscious of her existence.



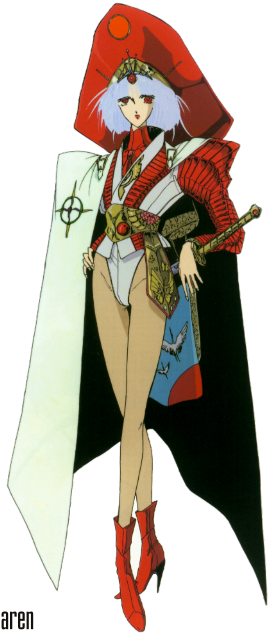
Sharie Randers Krötenschwanz

He visits Colus Castle as an envoy from the A.K.D. to pay his respects to Colus XXIII, who is currently recuperating; however, this serves merely as a cover, as his true mission is to act as Lachesis's bodyguard. While there, he also takes the opportunity to visit the grave of his younger brother, Rouath—a member of the Trio Temple Knights who fell in battle during a recent engagement.



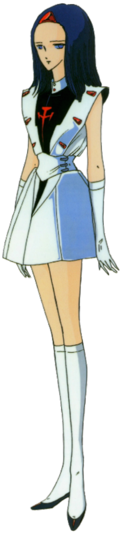
Fatima Euphrosyne

Ballanche's 33rd Fatima. Her partner is Sharie Randers. Following Sharie's departure from the Mirage and her retirement as a Knight, the Fatima has remained in a dormant state since relocating to Colus.



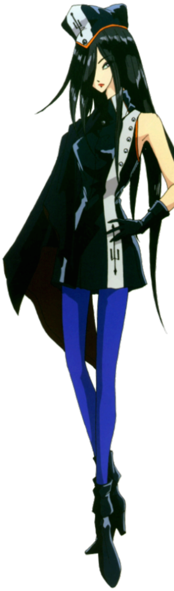
Karen

A superhuman being born of the union between Amaterasu, the God of Light, and Lachesis, the Goddess of Fate. She emerged into the world already in her adult form, possessing the ability to transcend time, space—and even dimensions. Given how frequently she visits Amaterasu and Lachesis, she appears to be quite the worrier.



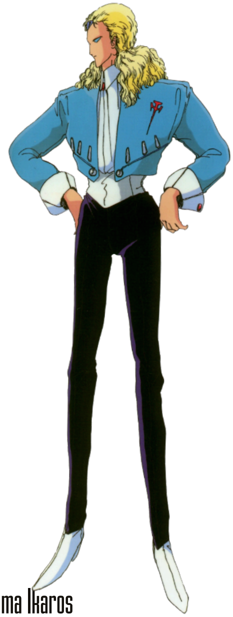
Fatima Philleto

Fatima, created by Dr. Colus. Her partner is Uratzen Sie. She participated in the field testing of the L.E.D. Mirage during the battle against Colus/Hagooda.



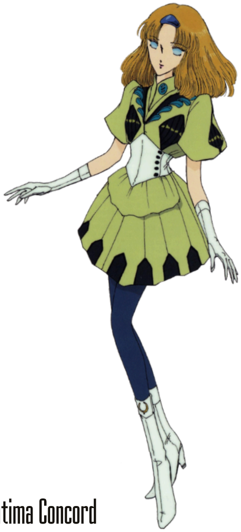
Alert Lie Ex Henschel Atwight

She is a princess of House Ex of the Duchy of Atwight in Delta Belun, and a knight belonging to a lineage connected to the Amaterasu Royal Family. In the year 4100, piloting the MH Wunder Schätze, she won a "game" against Amaterasu and destroyed the Float Temple.



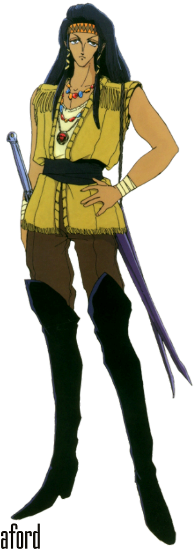
Fatima Ikaros

Ballanche's 30th Fatima—a male-type . He serves the successive knights of the Ex House. He was created concurrently with Dr. Dippa's Achileus.



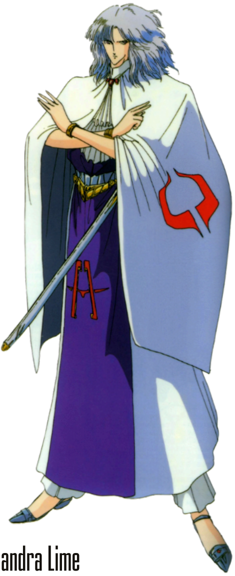
Fatima Concord

A creation of Dr. Guillem Iron and a partner to Yabo Beat. True to the description of being an "exceptionally skilled nanny," she appears to have successfully raised both Depre—who manifested the power of a Knight immediately after birth—and Magdal, who possesses formidable Diver Powers.



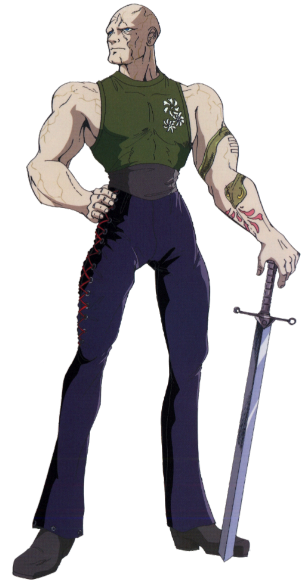
Allen Braford

A knight hailing from the Karakka region of Planet Böth. Although he originates from the same region as the Mimiba tribe, the nature of his connection to them remains unknown. While his abilities as a knight are exceptionally high, his lack of worldly savvy—a trait that constantly works against him—ensures that his struggles never cease. In the year 2992, he was recruited into the organization known as Mirage through methods bordering on fraud.



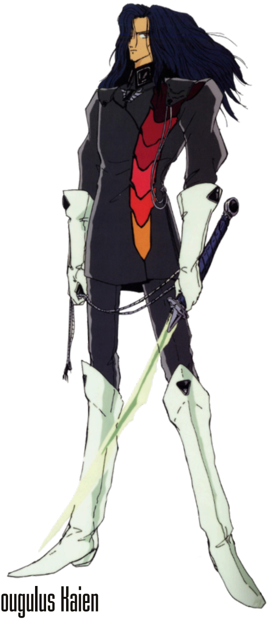
Üpandra Lime

Ballanche's 42nd Fatima. Originally created by Dr. Ballanche to serve as Amaterasu's body double, she remained in a state of dormancy within the Float Temple until 3967, when she was awakened to coincide with Amaterasu's seclusion. Like A-T, she was adopted into the Lime family.



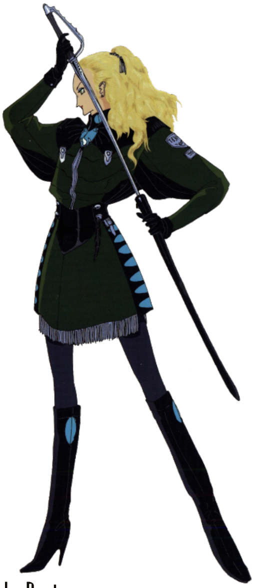
Mikel Joy Gira

A knight who concurrently serves as Grand Commander of the A'p Knights and Captain of the Subas Squad within the United Republic of Hathuha. While his prowess as a warrior is formidable, his aptitude as a statesman is even more exceptionally high. He keeps a watchful and supportive eye on his subordinate, Jabo.



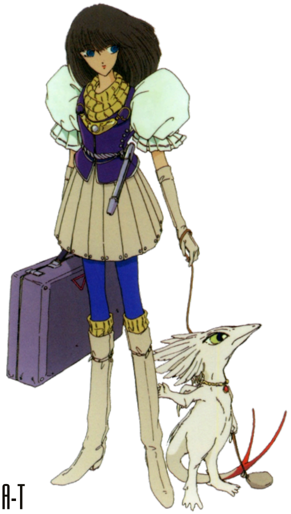
Dougulus Kaien

The elusive Silver Knight. He is the Guild Master of the Knight Guild—a figure commanding the highest bounty in the underworld—who steals military secrets from various nations and sells them on the black market. A Sword Saint, he wields with effortless mastery the swordsmanship inherited from his mentor, Dimos Hiarak. For a time, he was also a member of the Mirage Knights.



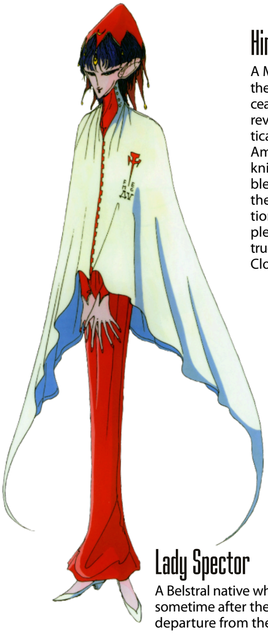
Jabo Beat

The top ace and Vice-Captain of the A'p Knights Subas Squad within the Askha United Republic. Under the guise of a demotion, she travels to Kastepo—the site where the L.E.D. Dragon vanished—at the behest of Queen Mugumica. There, she becomes embroiled in the "Wrecker" incident and joins forces with Kaien and his companions. Subsequently, she becomes pregnant with twins.



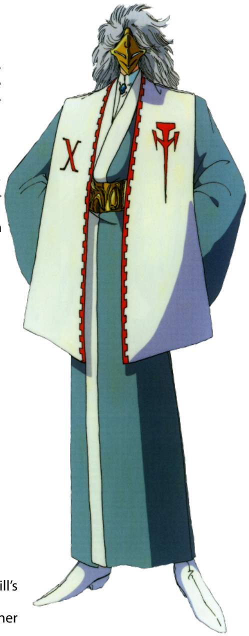
A-T

A leader commanding a partisan force resisting the oppressive regime of the Woosu Republic government in the Tsaihai Autonomous Region on the Nan Continent of Planet Böth. When Kaien—who had appeared by chance—discovered her true identity as Fatima Atropos, she was forced to embark on a life of wandering. Even after drifting to Kastepo, her next destination, she found herself entangled in further trouble.



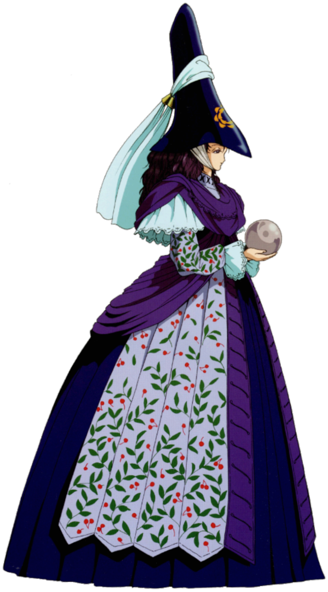
Hind Kill

A Mirage Knight who keeps their true face perpetually concealed behind a mask. The face revealed to Lachesis was identical to that of Amaterasu. In Amaterasu's absence, this knight serves as a body double, overseeing the affairs of the court. They hold the position of Castellan of Float Temple. It is rumored that their true identity is none other than Cloakle Herman.



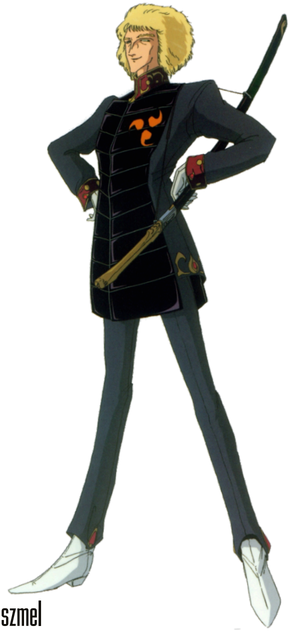
Lady Spector

A Belstral native who became a Mirage Knight sometime after the year 100, following The Will's departure from the Star Cluster. He pilots the Speed Mirage Unit 2, Wolke Schätze. His partner is Bacstual, who serves in a dual capacity.



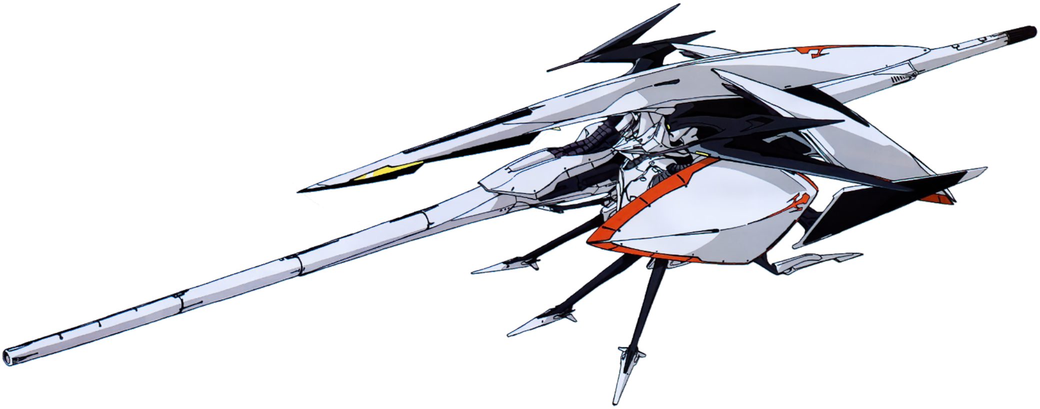
Mugumika Rao Collet A-Toll

The Empress of the A-Toll Holy Dynasty. She is the granddaughter of King Colette XVI, the Civil Ruler of the Hathuha Republic. Possessing formidable Diver Power, she serves as the High Priestess of A-Toll. Unable to leave the royal palace herself, she dispatched Jabo to investigate the situation in Kastepo on her behalf. She passed away in the year 3030.



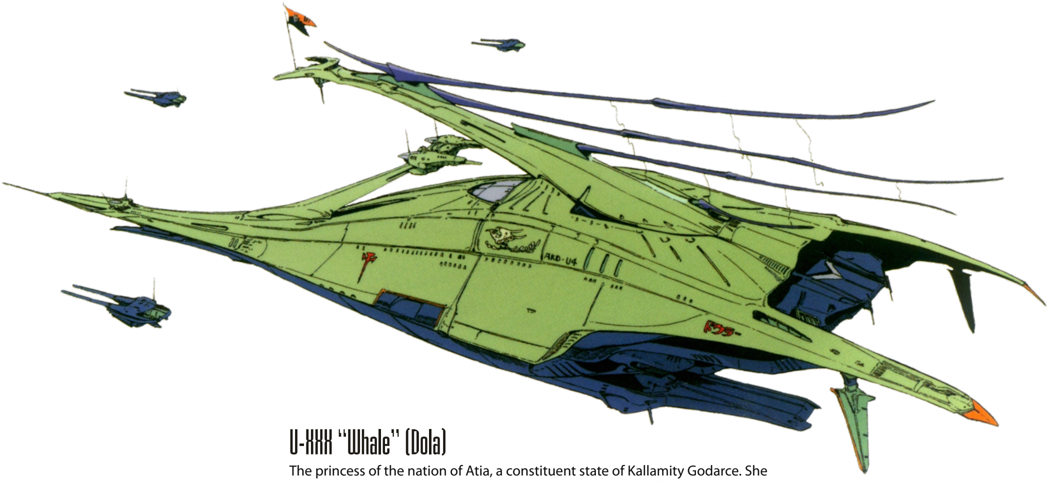
Décors Weiszmel

The third Black Knight. In the year 2990, in Noki City on Kastepo, he defeated the second Black Knight—Roados Dragoon—and, after acquiring Est in 2995, became the Chief Knight of the Bahatma Magic Empire. The Mad Prince.



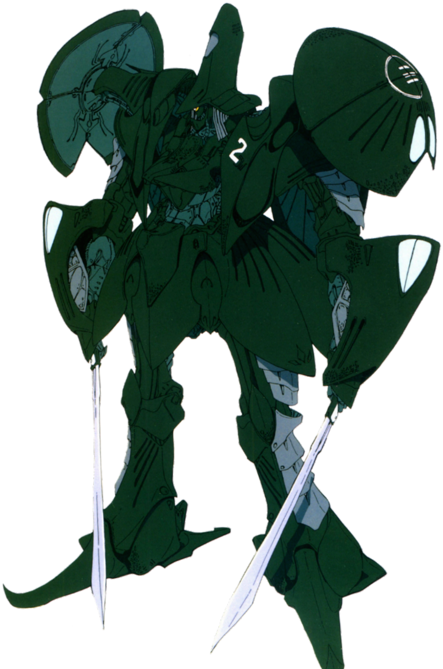
Speed Mirage Wunder Schätze

The final Mirage Machine ever constructed by the Cluster. Commonly known as Speed Mirage Unit 1, it features a Buster Launcher as its fixed armament and is designed primarily for space combat. In contrast to Unit 2—the Wunder Schätze—which was built concurrently and possesses a mechanism allowing it to transform into a humanoid configuration, this unit retains a fixed, non-transforming form.



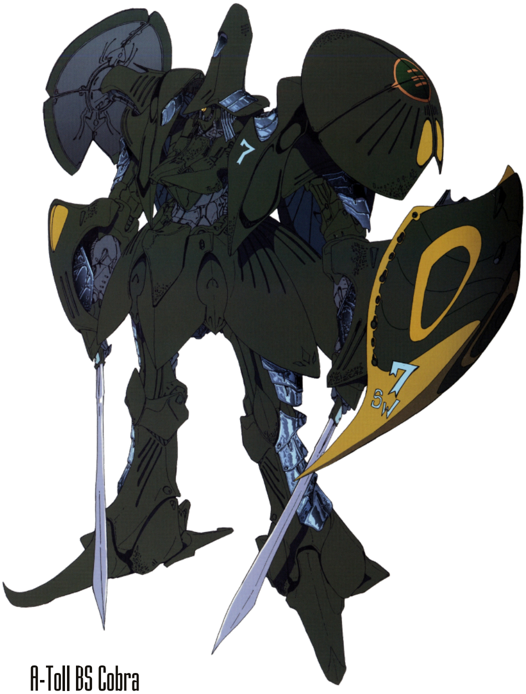
U-XXX "Whale" (Dola)

The princess of the nation of Atia, a constituent state of Kallamity Godarce. She is a Mirage Knight. She serves as the Supreme Commander of the A.K.D. Space Forces, concurrently holding the positions of Captain of the A.K.D. flagship "Belle Clair" and the "Whale"-class battleship "Hell Dola."



A-Toll Swans BS

This is an A-Toll belonging to the Subas Squad—the strongest knight order stationed in the capital city of Hathhant—of the A'p Knights of the Hathuha United Republic. It is a Motar Headd distinguished by its facial armor, which gives the appearance of a single eye, and the round binders mounted on both of its shoulders.



A-Toll BS Cobra

The A-Toll BS utilized by Yabo Beat during his tenure with the A'p Knights' Subas Squad. It features a shield bearing a cobra emblem mounted on its left arm; aside from this detail, it differs little from a standard A-Toll BS.

The Five Star Stories
CHARACTERS #4

FSS#4: JUNE STEP

Peerless in the World! Dougulus Kaien

●The focal point of Episode 3 is the gathering of Knights and Fatimas on Kastepo, a planet within the Böth Star Cluster. Cardinal Muse and Shizuka of Kubalkan; Mirage Knights Aisha and Alekto; Ding and Palu Swain; Barbaluse V of Fillmore; and Jabo Beat and Concord of Hathuha are all staying there, each harboring their own distinct agendas. Muse crosses paths with a mysterious man named Huah von Hitter; however, as revealed by Joegeo Spantousen—the master of the local tavern—the true identity of this "Hitter" is none other than the legendary Silver Knight, Dougulus Kaien. Kaien, having infiltrated Chibamu Castle, inadvertently inflicts severe injuries upon Auxo during an attack by the bodyguard Michael Lester. Maiyu Sukat of the nation of Woos pursues Kaien—who has fled to a rebel guerrilla stronghold—aboard a Zakar; however, Kaien, fighting alongside Atropos—who has since become the leader of the guerrillas—successfully repels the attack at Schupertor. Meanwhile, at the hands of Iler the Bishop—the destroyer who had been wreaking havoc in Kastepo—and the Ashura Temple, Lester was killed and Palsuet went missing. Auxo, having been resurrected by Prisen Corks, regained her memories in the presence of Kaien.

●**The Five Star Stories, Vol. 4**
Contains chapters originally published in **Monthly Newtype** from the October 1989 issue through the December 1990 issue.

CHARACTER

Muse van Reyback
ミューズ・ヴァン・レイバック

Fatima Ssizz
ファティマ・静

Thunder Dragon
サンダードラゴン

Shikerubu Yukinojo
シケルブ・雪之丞

Barbaluse V
バーバリュース・ビィ

Series P. Panafrancis Cyan
シリーズ・シアン

Huah von Hitter
ヒューア・フォン・ヒッター

Senkoukei Tomoe (Ayako)
泉興京巴 (亜矢子)

Ding Baia/Gong Pan Si Ma
クー・ファン・シーマ (ティン・バイア)

Palu Swain
パルゥ・スウェイン

Christine V
クリスティン・ビィ

Blreno Kanzian
ブルーノ・カンツィアン

Aisha Cordante (Sandra Ylqe)
アイシャ・コーダンテ (サンドラ・イルケ)

Jabo Beat
ヤーボ・ビート

Iler the Bishop
イラー・ザ・ビショップ

Fatima Scrape
ファティマ・スクラープ

Joegeo Spantousen
ジョルジュ・スパンタウゼン

Michael Lester
ミハエル・レスター

Fatima Palsuet
ファティマ・パルスエット

Dougulus Kaien
ダグラス・カイエン

Fatima Auxo
ファティマ・アウクソー

Prisen Corks
プリズン・コークス

A-T (Fatima Atropos)
A・T (ファティマ・アトロポス)

Maiyu Sukat
メイユ・スカ

Fatima Linsaz
ファティマ・リンザ

Romed
ロムド

Meeth Silver
ミース・シルバー

Mell, Rince Usare Tama
メル・リンス・ウザーレ・ターマ

Spark/Picking Haris
スパーク/ピッキング・ハリス

"Schaft" Burgle dé Leizer
"シャフト" バーグレ・デ・ライシァー

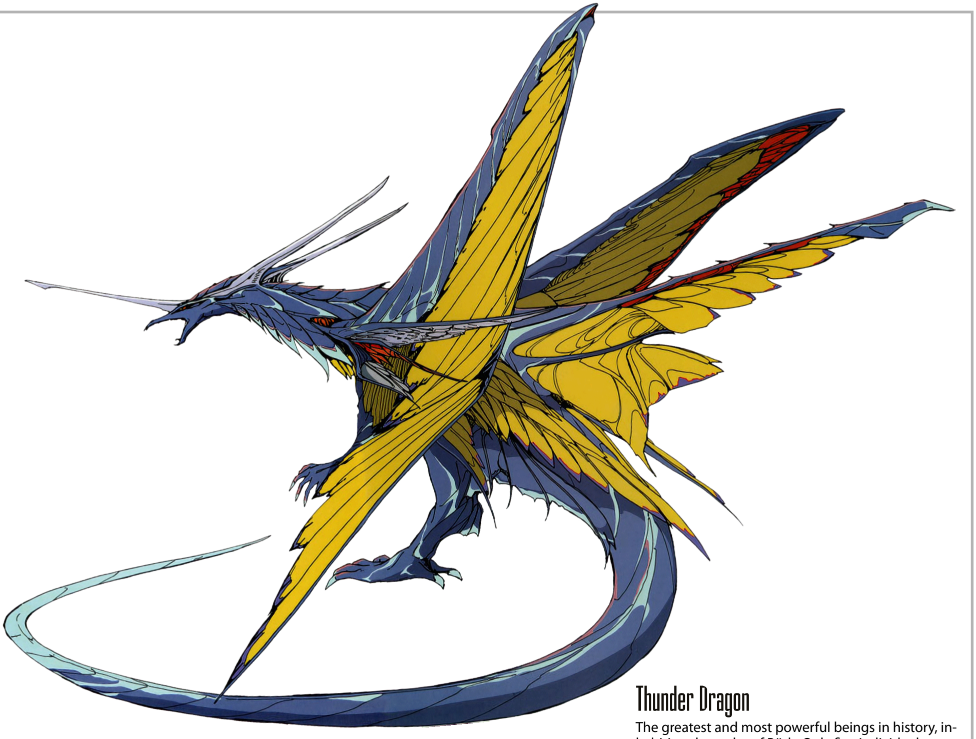
Muley Kinky
ミューリー・キンキー

Fatima Clotho
ファティマ・クローソー

Fatima Ananda
ファティマ・アナンダ

Fatima Baratty
ファティマ・バラッティー

Chrome Ballanche
クローム・バランシェ



Thunder Dragon

The greatest and most powerful beings in history, inhabiting the realm of Böth. Only five individuals—comprising five distinct species—exist in total, each undergoing a continuous cycle of reincarnation. Their power is such that even the demons of Hell cannot hope to match it. In the year 2990, in recognition of her actions during the "Wrecker" Incident, they bestowed a Dragon Drop upon Shizuka.

MORTAR HEADD, SHIP & VEHICLE

Izthat
イザット

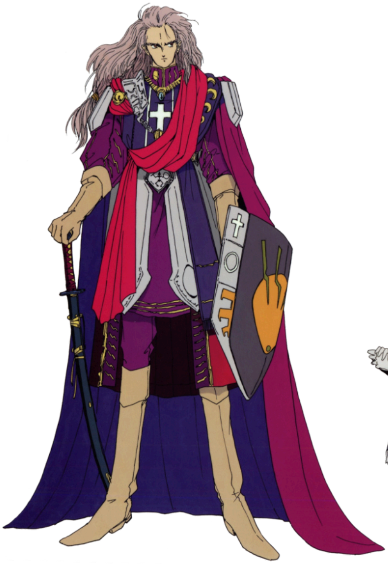
Pluto
プルート

Zakker
ザカー

Villdou
ビルドー

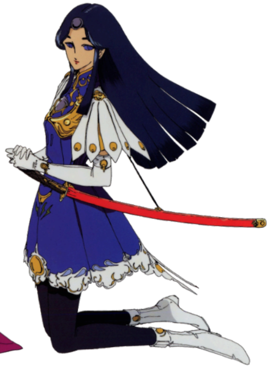
Schpertor K.O.G.
シュペルター・K.O.G.

Ashura Temple
アシュラ・テンプル



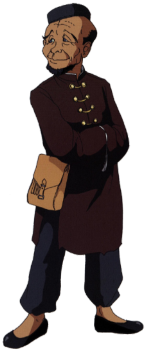
Muse van Reyback

A candidate for the next Pontiff of the Kubalkan French Rune Knights. Under orders from the current Pontiff, Spanda, he has embarked on a journey of spiritual training. He is the very picture of a strait-laced individual—a man utterly lacking in flexibility—yet perhaps due to his earnest nature and deep sense of humanity, he has garnered a great many allies. The only problem, perhaps, is that he remains completely oblivious to this fact himself.



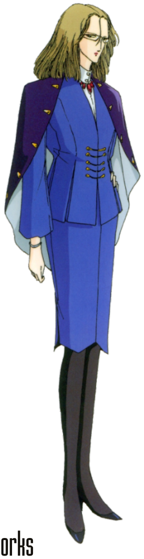
Fatima Ssiz

Dr. Ballanche's fifteenth Fatima. Her partner is Muse. She holds the distinction of having defeated Vatshu the Black Knight—piloted by her former master, Alcten Sayaste, and the first Black Knight, Turri Peidoll.



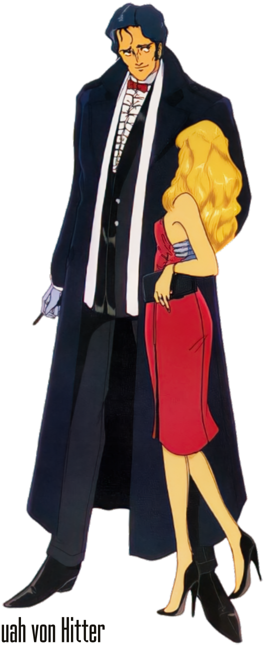
Shikerubu Yukinojo

A colorful character and proprietor of a safekeeping business in Vaki City. He is a shrewd businessman, having even set up a temporary branch in Munster after sensing the brewing unrest during the Hathuha turmoil. Thanks to his good-natured demeanor, attentiveness, and discretion, he enjoys the deep trust of many top-tier knights.



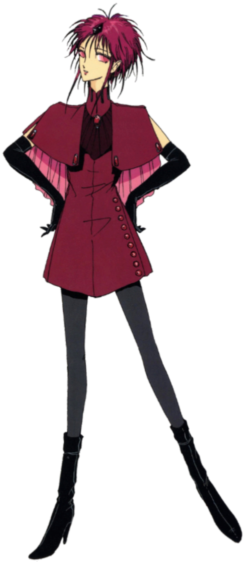
Prisen Corks

A direct disciple of Dr. Ballanche, she is one of the Four Great Fatima Meights. Following Ballanche's passing, she assumed responsibility for the care and maintenance of the Fatimas he left behind—a duty befitting her status as a Meight. She is also rumored in some circles to have been Dr. Ballanche's mistress.



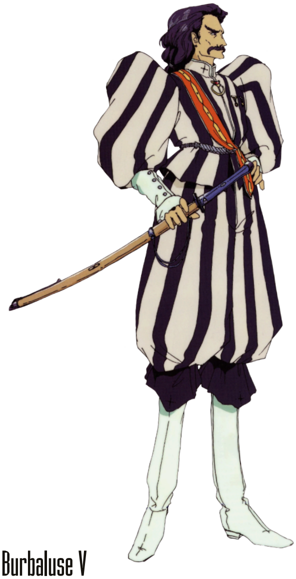
Huah von Hitter

A mysterious Viscount who commands the Kastepo Night Guild. However, this is merely a guise; his true identity is Silver Knight Dougulus Kaien—a pseudonym he adopts when operating openly. He is a stylish ladies' man—yet, for all that, an utterly lovable character.



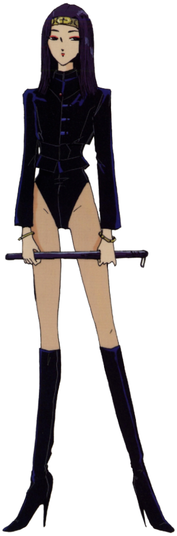
Fatima Auxo

The 38th Fatima created by Dr. Chrome Ballanche. Her partner is the Sword Saint, Dougulus Kaien. Possessing multiple information bodies, she was able to regenerate even her memories from a state of complete brain death.



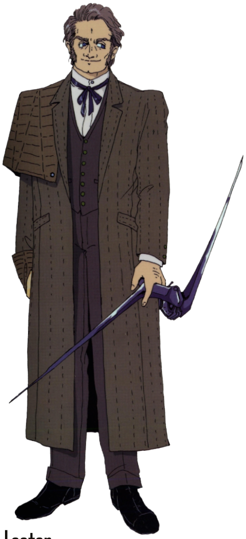
Burbaluse V

A warrior who was even counted among the Three Musketeers of the Fillmore Empire. He was taken advantage of by Décors, his three Siren knights were defeated, and he was demoted in 2985. After that, he temporarily left Fillmore and was stationed in the Kastepo region. In 2998, he committed suicide before King Lader, taking responsibility for the misdeeds of his daughter Cristine.



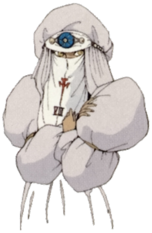
Senkoukei Tomoe

A female ninja who roams across the Star Cluster. Although she possesses the power of a Knight, she is unable to become a formal Knight because she loathes Fatimas. She is rumored to hail from the royal family of the Kingdom of Pastalk on Delta Belun. Hired by Bishop Iler, she is currently seeking out Knights to serve as sacrifices.



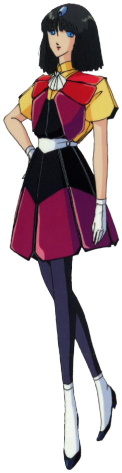
Michael Lester

A knight in the employ of the Kingdom of Urs. Although his skills were once such that he belonged to Umos's prestigious Bronze Knights, the circumstances that led him to leave their ranks and pursue a career as a freelance mercenary remain unknown. He cornered Kaien at Chibam Castle but was subsequently dismissed for failing to capture him. He met his end in Kastepo, falling victim to the hands of a "Wrecker."



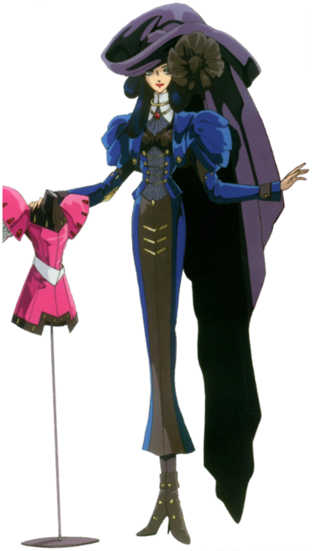
Muley Hinky

Mirage Knight Left Number 8 is a figure who invariably wears a mask. Although he holds a considerable rank—standing 15th in the line of succession to the Amaterasu royal throne—the details of his identity remain unknown. However, when his true face was revealed during a battle against Beauty Peel, it proved to be that of a truly lovely young girl.



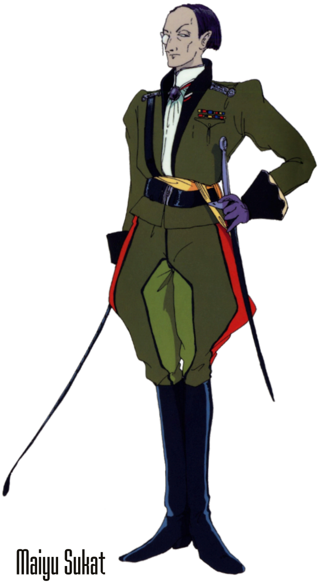
Fatima Palsuet

Lester's Fatima. Although it bears no specific designation, having been produced at a factory associated with Dr. Morard, it is presumed to possess a level of performance exceeding the standard—despite being a mass-produced unit. After Lester fell victim to the murderous blade of Bishop Iler, the Fatima was left to spend its days at the mercy of fate.



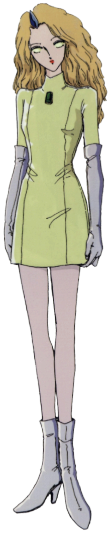
Series P. Panafrancis Cyan

One of Viscount Hitter's many girlfriends. She is, quite simply, overwhelmingly talkative. In reality, however, she is the Star Cluster's foremost Fatima Suit Meister. She counts many heads of state across the Star Cluster among her friends and acquaintances, and her political influence is not to be underestimated.



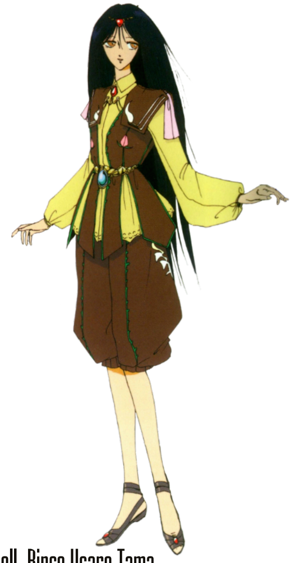
Maiyu Sukat

Once a knight of the Republic of Urs, he was dismissed after his embezzlement of state funds and various other misdeeds came to light. Exiled from his homeland, he relocated to Seebul and—though he successfully ingratiated himself with Barrow—he ultimately met his end in battle against the A.K.D., slain by a single strike from a Jagd Mirage. A petty villain.



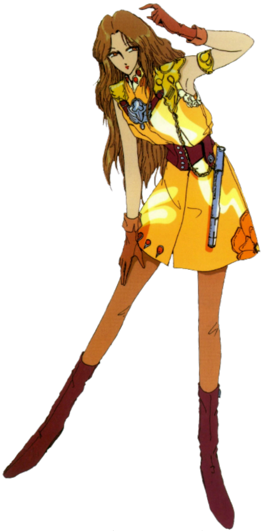
Fatima Linsaz

A Fatima created by Dr. Moon Kappa. Although she is an exceptional Fatima—possessing both excellent performance capabilities and a fine personality—she is treated as a comic relief character (lavish attire and all) simply because she was saddled with a worthless Master. She ultimately meets a tragic end, being utterly pulverized by the blade of a Jagd Mirage.



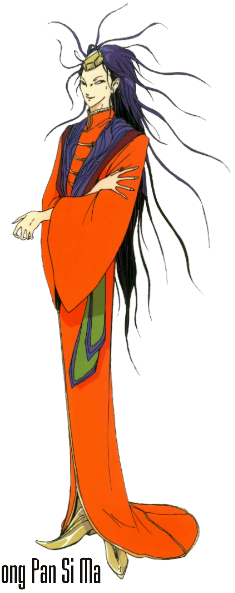
Mell, Rince Usare Tama

One of Amaterasu's aliases (avatars). Although she bears the appearance of a beautiful young girl—modeled after Clotho—she wields immense Diver Power to govern the Divers Para Guild. She is a Baia who also possesses the capabilities of a knight.



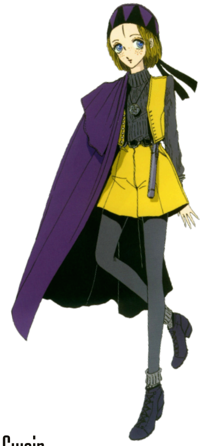
Aisha Cordante (Sandra Ylqe)

The eldest daughter of the Cordante family—a lineage of the Grees Royal House of Amaterasu, itself a branch of Delta Belun. Due to her excessively free-spirited lifestyle and her complete lack of interest in perpetuating her bloodline, she has currently been demoted to the position of Queen of the minor nation of the Kingdom of Lumer. She boasts a record of appearances in the main storyline so consistent that it practically merits a perfect attendance award.



Ding Baia/Gong Pan Si Ma

The Prince of the Emu Kingdom on Delta Belun. Feared both within and beyond his realm for his potent Baia powers and innate homicidal tendencies, he died of illness in 2955. He subsequently began operating as a Mirage Knight. In 2992, having suffered a defeat at the hands of Aisha in Zanda City, he took his own life in 2995.

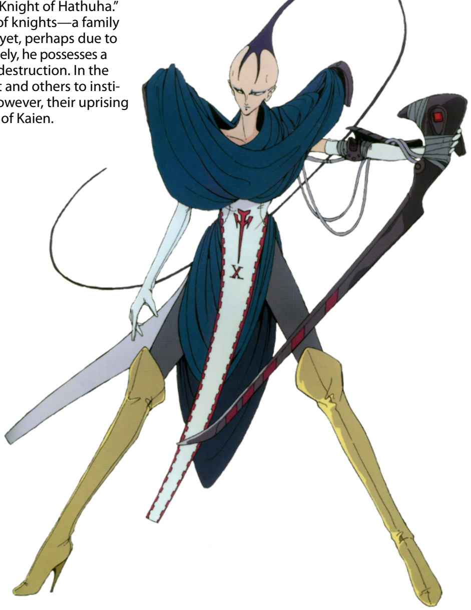


Palu Swain

The chamberlain to Prince Gong Pan Si Ma of the Kingdom of Emu. He departed the royal palace immediately upon the Prince's "death by illness" and traveled to the Float Temple. He attended to the Prince—who had since entered the Mirage—with devoted care. In the year 2995, following the Prince's suicide, he returned to his homeland of Emu.

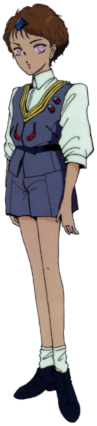
Spark/Picking Harris

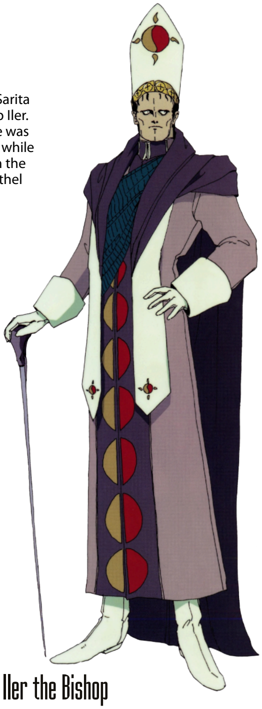
A figure once hailed as the "Strongest Knight of Hathuha." He hails from a distinguished lineage of knights—a family that has preserved a pure bloodline—yet, perhaps due to this heritage manifesting itself so intensely, he possesses a propensity for reveling in murder and destruction. In the year 2992, he joined forces with Schaft and others to instigate a rebellion at the Float Temple; however, their uprising was ultimately thwarted by the arrival of Kaien.



Fatima Ananda

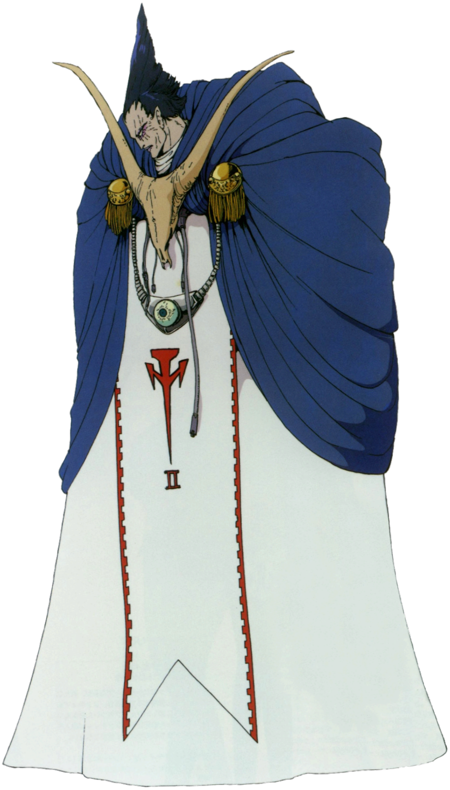
A male-type Fatima created by Sarita Usu Zinc. His partner was Bishop Iler. Apparently deeply cherished, he was allowed to escape by Bishop Iler while the latter lay on his deathbed. In the year 2992, he was killed in a brothel at the hands of Krakenbeal.





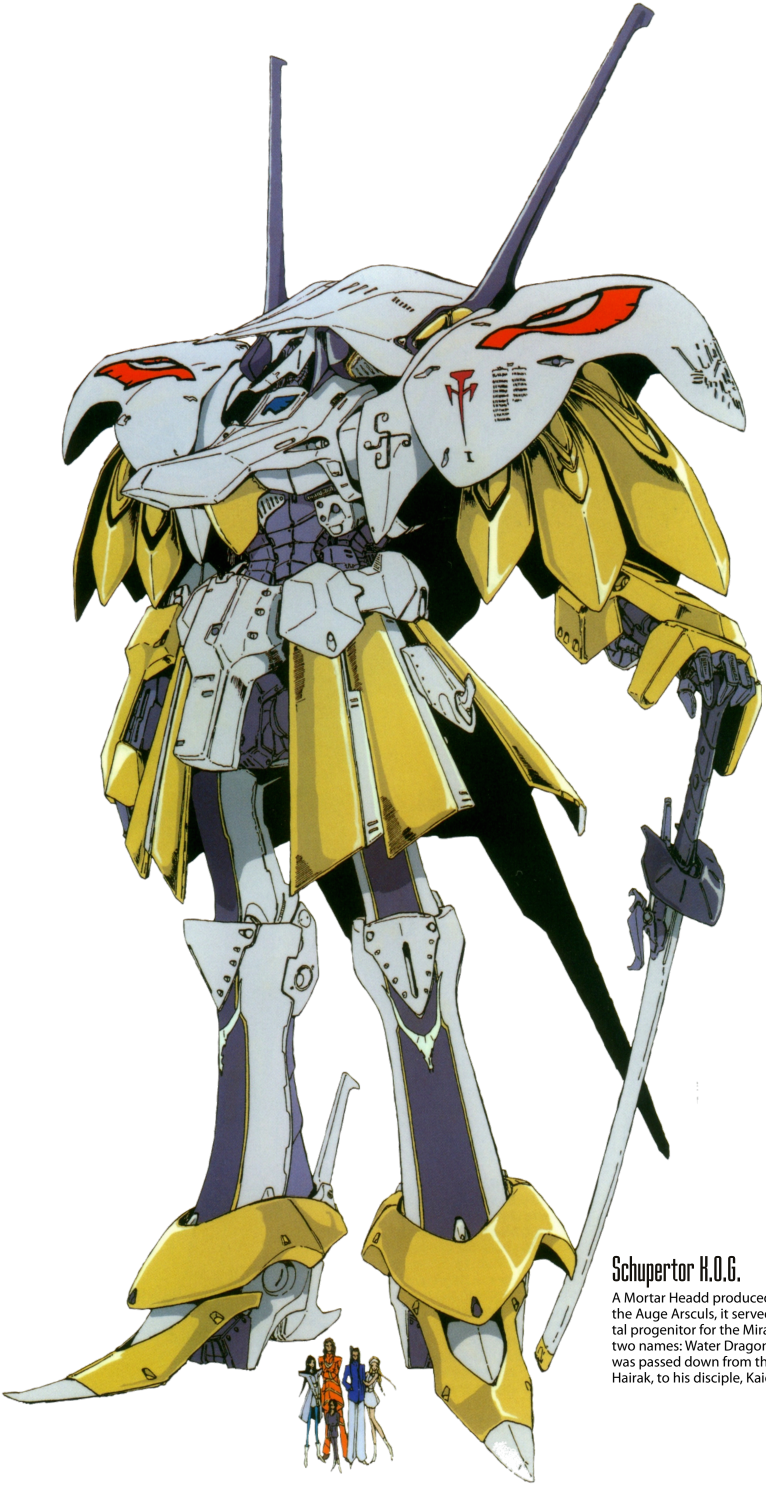
Iler the Bishop

A Battle Bishop of the Mejojo Imperial Court. He is also a Knight who serves as an instructor for the Mejojo Mobile Knight Corps. In the year 2989, he was the mastermind behind the "Wrecker" incident, which threw Kastepo into turmoil. He claimed numerous lives under the pretext of engaging in "duels." He was ultimately brought to justice in a battle against Muse's Buster Doll.



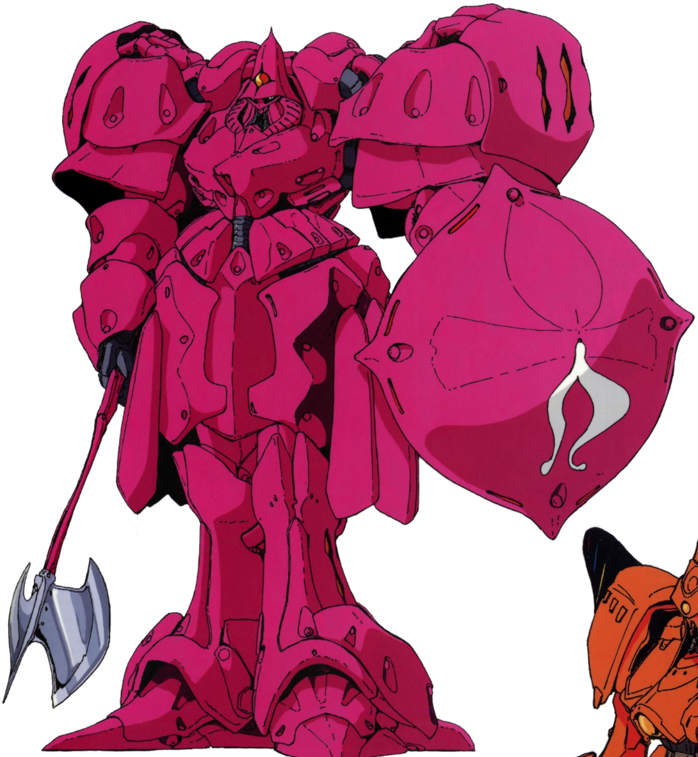
"Schaft" Burgle dé Leizer

A Heavenly Knight belonging to the Left Wing of the Mirage Knights. He is the successor to the sword of the Sword Saint, Deimos Hiarak. A mad knight who harbors an intense love for both drugs and killing; together with his partner, Parthenon, he once held absolute dominion over Zanda City.



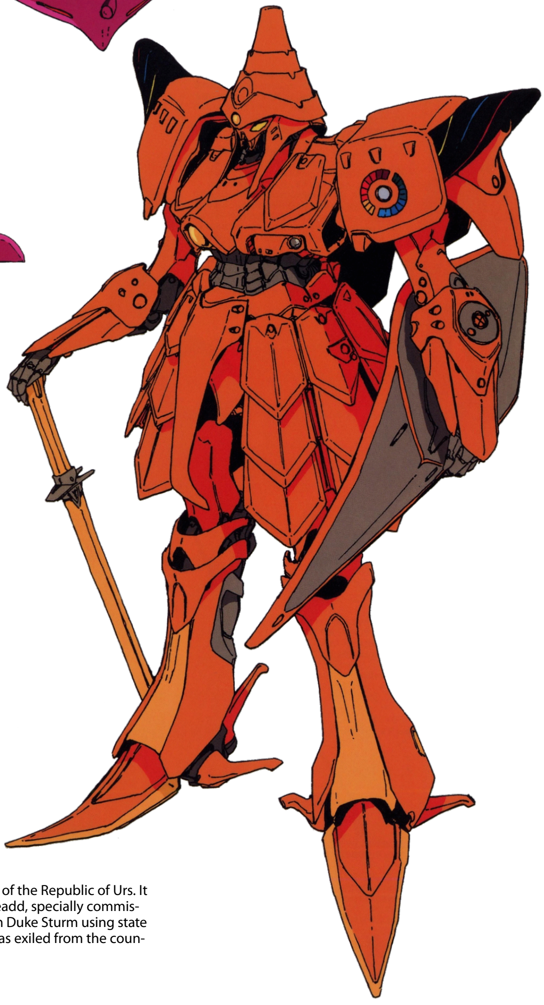
Schupertor K.O.G.

A Mortar Headd produced concurrently with the Auge Arsculs, it served as the developmental progenitor for the Mirage Machine. It bears two names: Water Dragon and Schupertor. It was passed down from the first Headdliner, Hairak, to his disciple, Kaien.



Ashura Temple

A Mortar Headd belonging to the Temple Series, developed by Diamond Neutral. Its imposing yet exquisitely balanced frame caught the eye of Krakenbeal, and it subsequently went on to serve as the mainstay unit of the Mejojo Mobile Knight Corps. In the year 2989, it underwent combat field testing in the Kastepo region under the supervision of Bishop Iler.



Zakker

The flagship Mortar Headd of the Republic of Urs. It is a custom-built Mortar Headd, specially commissioned by Maiyu Sukat from Duke Sturm using state funds. Later, when Sukat was exiled from the country, he absconded with it.

The Five Star Stories

CHARACTERS #5

FSS#5:TEARS TO REDS

The Three Great MHs! S.S.I. Kubalkan Arrives!

●Volume 5 is interspersed with numerous episodes that leap wildly across both time and space. It features the moment Ladios Sopp Dash first encounters Chrome Ballanche at Addler in the year 2629. Additionally, the Sword Saint Dimos Hiarak leaves a profound impression upon Queen, a Fatima Ballanche created entirely on his own. In the Taika Universe, Silvis received a divine oracle entrusting him with a daughter from Amaterasu Oomikami; forty thousand years later, Karen emerged from within the Knight of Gold, which had been discovered floating in the depths of space. Here, the timeline reverts to the year 2989; having witnessed the parting of Sopp and Ballanche, the narrative shifts to Kastepo—the domain of Iler the Bishop—where the "Head-hunting" campaign by the Ashura Temple continues unabated. Through the machinations of Senkoukei Tomoe, Alekto is abducted; Aisha Cordante, who sets out to rescue her, soon finds herself in dire peril. At that critical moment, Shizuka—having forged a pact with the Thunder Dragon—and Muse van Reyback, piloting the Buster Doll, make their dramatic entrance and triumphantly vanquish the forces of evil. Meanwhile, on the outskirts of Noki City, Est continues her vigil, awaiting the return of Roados Dragoon—who had been defeated in a duel by Décors Weiszmel.

●**The Five Star Stories, Vol. 5**
Contains chapters originally published in the monthly magazine **Newtype** from the January 1991 issue through the March 1992 issue.

CHARACTER

Deimos Hiarak	ディモス・ハイアラキ
Fatima Sarome	ファティマ・サロメ
Ladios Sopp’	レディオス・ソープ・ダッシュ
Chrome Ballanche	クローム・バランシェ
Fatima Queen	ファティマ・クーン
Karen	カレン (花蓮)
Kal Riss	カル・リス
Bon Ril	ヴォン・リル
Silvis Race Venus	シルビス・レィス・ビーナス
Lucifer Sentimer	ルシファ・センタイマー
Amaterasu Oomikami	アマテラスオオミカミ
De. del Diegyao	デ・デル・ディギャオ
Rogner	ログナー
Quasar	クエーサー人
Mishalu Ha Lonn	ミシャル・ハ・ルン
Amaterasu no Mikado	アマテラスのミカド
Amaterasu no Mikoto	アマテラスのミコト
Colus Dis Vice	コーラス・ディス・バイス
Loundwound Spacorn	ランドアンド・スパコーン
Hind Kill	ハインド・キル
Fatima Tisphone	ファティマ・ティスホーン
Fatima Thaleia	ファティマ・タレイア
Mell, Satcher Screach	メル・サッチャー・スクリーク
Mell Zoom Wonter	メル・ズーム・ウォンター
Fatima Megaira	ファティマ・メガエラ
Mission Rouath	ミッション・ルース
Lachesis	ラキシス
Spector	スペクター
Mell, Coul Lithora	メル・クール・リトラ
Mell, Rince Usare Tama	メル・リンス・ウザーレ・ターマ
Ladios Sopp	レディオス・ソープ
L.E.D. Dragon	L.E.D.ドラゴン
Fatima Toki	ファティマ・時
Fatima Upandra	ファティマ・ユーパンドラ
Fatima Atropos	ファティマ・アトロポス
Fatima Clotho	ファティマ・クローソー
Poesche Nomean	ポエシェ・ノーミン
Bester "Close" Orbit	ベスター・ "クロース" ・オービット
Fatima Ananda	ファティマ・アナンダ

Iler the Bishop
イラー・ザ・ビショップ

Jabo Beat
ヤーボ・ビート

Fatima Concord
ファティマ・コンコード

Shikerubu Yukinoio
シケルブ・雪之丞

Dougulus Kaien
ダグラス・カイエン

Joegeo Spantousen
ジョルジュ・スパンタウゼン

Muse van Reyback
ミューズ・ヴァン・レイバック

Aisha Cordante (Sandra Ylqe)
アイシャ・コーダンテ（サンドラ・イルケ）

Senkoukei Tomoe (Ayako)
泉興京巴（亜矢子）

Huah von Hitter
ヒューア・フォン・ヒッター

Series P. Panafrancis Cyan
シリーズ・シアン

Fatima Ssizz
ファティマ・静

Thunder Dragon
サンダードラゴン

Lie Ex Henschel Atwight
リィ・エックス・アトワイト

Fatima Ikaros
ファティマ・イカロス

Fatima Alekto
ファティマ・アレクトー

Barbaluse V
バーバリユース・ビィ

Gong Pan Si Ma (Ding Baia)
クー・ファン・シー・マ（ティン・バイア）

Spanda
スパンダ

Fatima Auxo
ファティマ・アウクソー

Roados Dragoon
ロードス・ドラグーン

Décors Weiszmel
デコース・ワイズメル

Fatima Est
ファティマ・エスト

Jet Dragon
ジェットドラゴン

MORTAR HEADD, SHIP & VEHICLE

Feedorah
フェイドラ

The Knight of Gold
ザ・ナイト・オブ・ゴールド

Horned Mirage
ホーンド・ミラージュ

Ashura Temple
アシュラ・テンプル

A-Toll BS Cobra
A-トール・BS・コブラ

Gull
ガル

Cross Mirage G2 Female
クロス・ミラージュ雌型

Rouge Mirage
ルージュ・ミラージュ

L.E.D. Mirage
L.E.D.ミラージュ

Bang Doll
破烈の人形

Vatshu the Black Knight
バッシュ・ザ・ブラックナイト

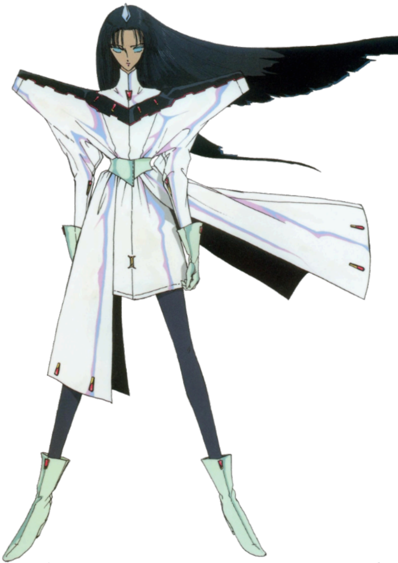
MMT Demon
MMT “デモン”

MMT Graph
MMT “グラフ”

MMT Vinus
MMT “ヴィナース”

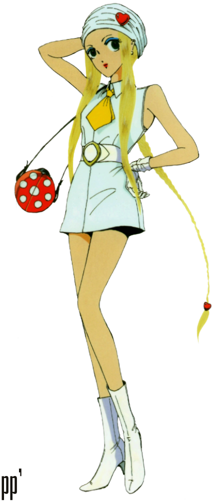
Interceptor
インターセプター

U-XXX “Whale” (Dola)
天照家高速巡洋艦



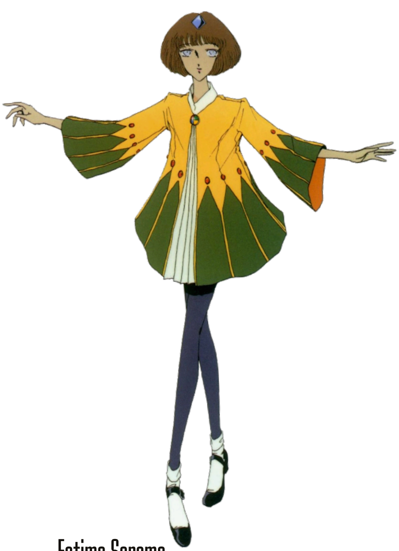
Fatima Queen

Fatima was the very first creation of Dr. Ballanche. She was constructed in complete disregard of all regulations governing Fatimas—including those stipulated by Damgate Control and various other interstellar laws. In the year 2629, following her defeat at the hands of Hairak, she was taken as a bride into his service.



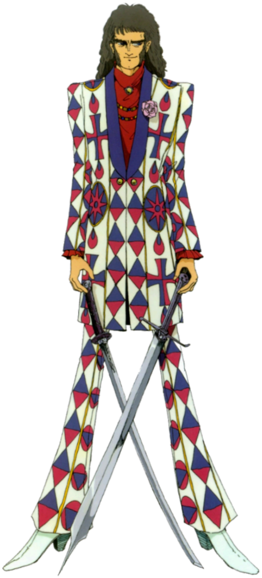
Ladios Sopp'

One of Amaterasu's provisional guises—specifically, a female form. Among her many avatars, she possesses a personality that is particularly eccentric (?). She encountered Hairak and Ballanche at Addler's Bocage in the year 2629. She was also sighted at the Float Temple in the year 4100.



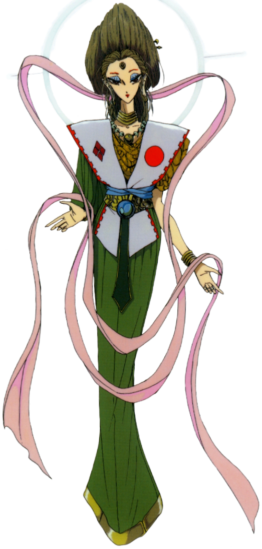
Fatima Sarome

A factory-produced Fatima crafted by Dr. Ballanche at the Marche facility. She was Hairak's first partner. Following Hairak's passing, she appears to have remained with the A.K.D. for a time, but eventually took a liking to Kyoroki, who had come to the A.K.D. as a traveling merchant.



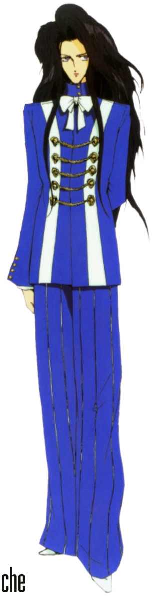
Dimos Hiarak

A legitimate knight, he counts the pure-blooded knight Nakandra Swans among his ancestors. Under the tutelage of the Sword Saint Byzantine—who pacified Hathuha—he mastered numerous techniques of the Sword Saints, such as the Hien-ken (Flying Swallow Sword) and the Bunshin Kōgeki (Mirror) technique. He served as the Head Knight of Bakinn-Rakkan and was also a member of the Mirage Knights.



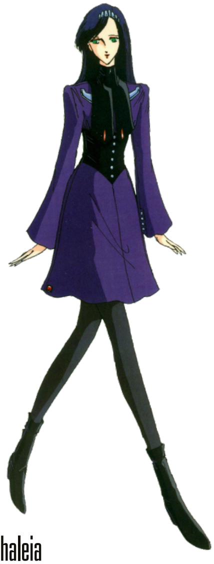
Amaterasu no Mikoto

Amaterasu's mother. The 83rd Head of the Amaterasu Family. The former Queen of the Grees Kingdom. Possessing formidable Diver Power, she held the true authority within the Divers Para Guild. Following her passing, she serves in the capacity of an advisor to the A.K.D. in the form of a ghost. She adopted Lachesis as her daughter.



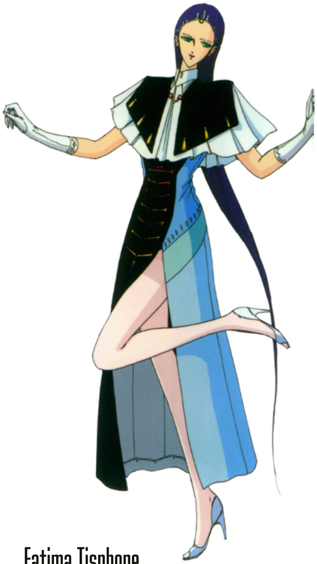
Chrome Ballanche

A genius scientist from the planet Addler. Despite hailing from the prestigious Ballanche family, he was ostracized from the academic community due to his dangerously radical ideas and abilities. Yet, defying such adversity, he single-handedly pursued the possibilities of new life—and in doing so, created the Fatima Queen.



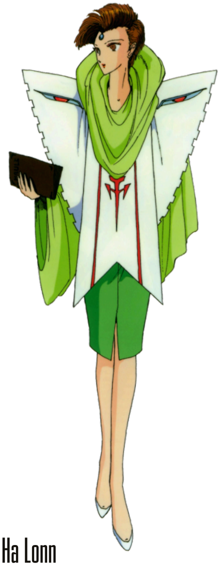
Fatima Thaleia

Fatima No. 37, created by Dr. Ballanche. Although her official partner is Count Cloakle Herman, she invariably accompanies the Mirage Knight, Hind Kill. She also reveals a strategic side to her nature—such as when she dispatched Tisphone to confront the enraged Lound.



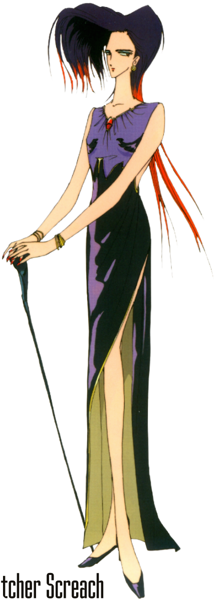
Fatima Tisphone

Ballanche's 41st Fatima. Her partner is Loundwound Spacorn of the Mirage Knights. In the year 3030, she accompanied Lound on his journey to Hathuha, where she also tended to Princess Magdall, whom they had rescued by chance.



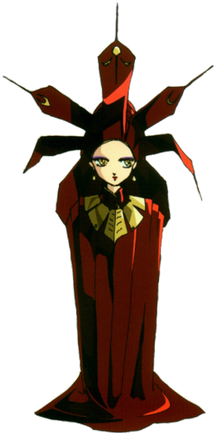
Mishalu Ha Lonn

Despite his youthful appearance, he is a highly capable administrator who wields real power within the A.K.D. Parliament—second only to Aisha. He enjoys great popularity among the citizenry, drawing particularly strong support from young, single men. Possessing formidable strength as a Knight, he piloted the *Schupertor* during the Sibyl War, where he completely overwhelmed Maessen's Blue Knight.



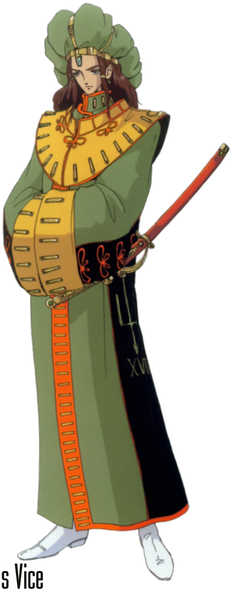
Mell, Satcher Screach

He is the leader of the Mirage Magic Corps, Amaterasu's private magical army. He reportedly has a history of animosity with Beauty Peel of the Bachtgma Magic Empire. He happened to be present at the Hell Tower when the Magic Prince Lucifer made his appearance.



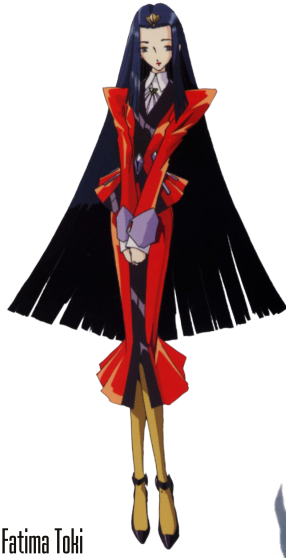
Mel Zoom Wonter

A Witch of the Mirage Sorcery Order. She reportedly possesses a "Diver Power" that allows her to manipulate time—a power she has used to preserve her own appearance in a perpetual state of childhood. She is a homicidal maniac. Beauty Peel of the Yukon Foundation is her biological mother. In the year 2992, she conspired with Schaft and others to stage a rebellion, but the plot ultimately ended in failure.



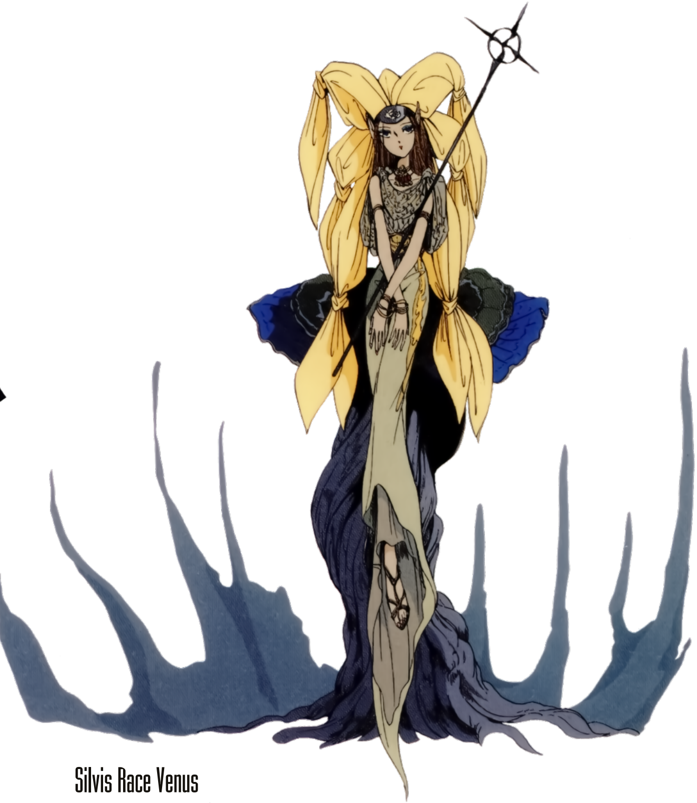
Colus Dis Vice

The 19th Head of the Colus family of the Lond Empire—who, alongside the Ballanka and Meissner families, laid the foundations of the current Colus Dynasty. He was involved in the enactment of the Cluster Laws, working alongside Amaterasu and Lader II, among others.



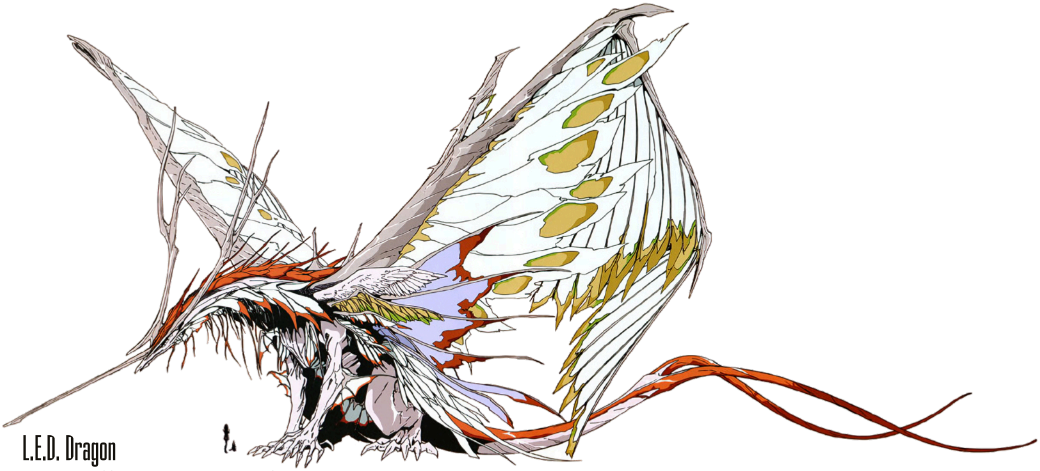
Fatima Toki

Dr. Ballanche's 14th Fatima. Her partner is Aio Rane, Commander of the Justakarg Republic Knights. She is said to have attended Dr. Ballanche at his deathbed in the year 2989.



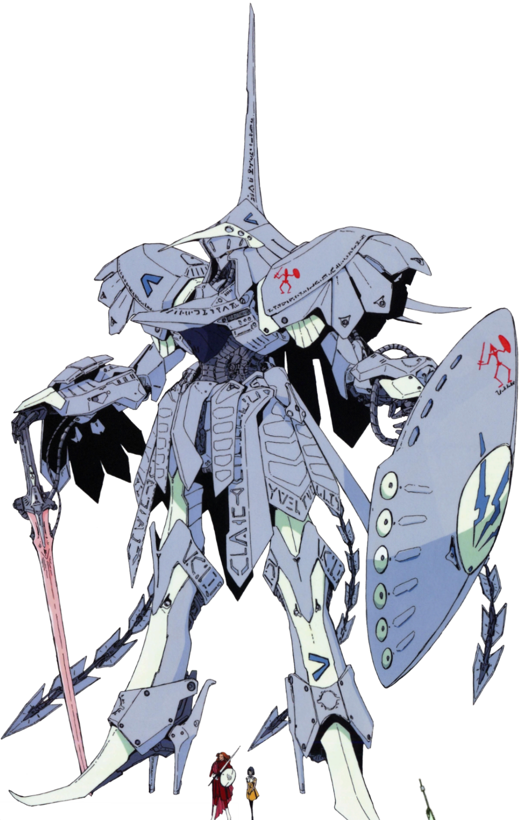
Silvis Race Venus

The Grand Emissary of the Taika Universe. She is guarded by M.X. (Maxi, who was reincarnated in the Taika Universe). Just as it appeared she was about to fall prey to the venomous fangs of Sentimer— the Demon Prince who had launched an invasion of the Holy City of Taika during M.X.'s absence—she was rescued by Amaterasu Oomikami.



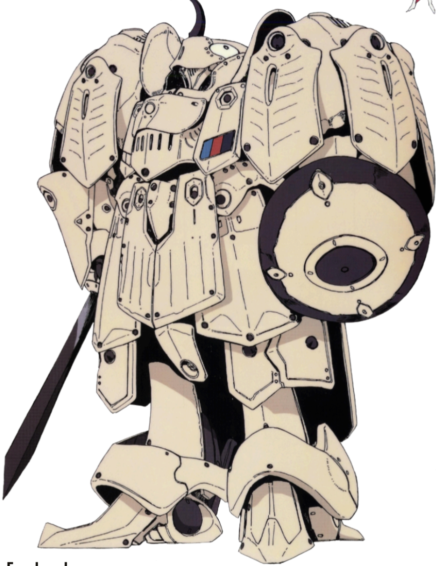
L.E.D. Dragon

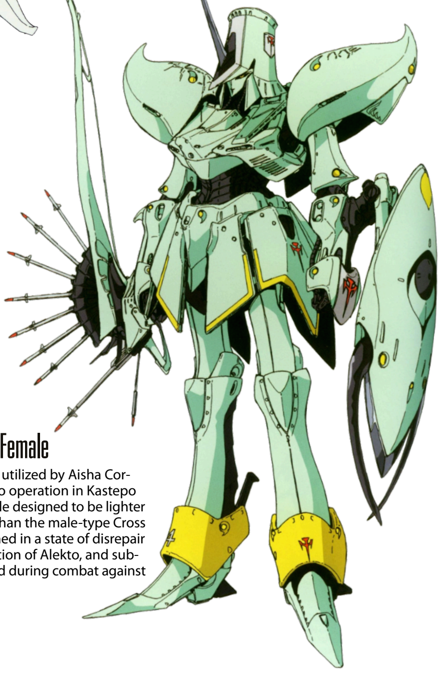
The Master of five dragons—comprising five distinct species—who dwell in the Kastepo region of the planet Böth. This is the form assumed by Suezo upon reaching full maturity. He received a fertilized egg—conceived between Yarnn and Skins—from the Empress of Flame, and entrusted it to the young Dr. Ballanche. His signature technique, the Quasar Flame, was powerful enough to obliterate Delta Belun in a single strike in the year 4100.



Bang Doll

Kubalkan's top-secret weapon. A legendary Mortar Headd, featuring a basic design by Stoi Warner, tuning by Rowmiran Xbin, and Fatima control by Chrome Ballanche.





Cross Mirage G2 Female

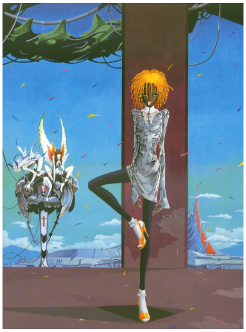
The Mirage Machine utilized by Aisha Cordante during her solo operation in Kastepo in the year 2990. While designed to be lighter and more powerful than the male-type Cross Mirage, it was launched in a state of disrepair following the abduction of Alekto, and subsequently overheated during combat against the Ashura Temple.

Feedorah

The flagship Mortar Headd of the Bakinn-Rakkan Empire. Its design is the work of Dr. Ballanche and his team, alongside Stoi Warner—the creator of Kubalkan's Bares the Doll.

The Five Star Stories
CHARACTERS #6

FSS#6:BRIDGE



Ladios Sopp Shot Dead!?

●Episode 4 begins. In the year 2121, when Prince Amaterasu defeated Bosjathfort—who had stormed the Vermilion Tower Throne—using his supernatural powers, a subtle narrative thread was laid down at the very outset. In 2992, Sopp, having foreseen the demise of the L.E.D. Dragon, traveled alone to Kastepo; there, however, he was assassinated by Allen Braford—a sniper in the employ of Di-Barrow, a sorcerer in pursuit of the Water of Life. With the loss of Amaterasu's powers, the members of the Mirage Left—led by Sarion—rebelled; as demons simultaneously emerged, the Float Temple was plunged into chaos. Although the commotion is quelled through the combined efforts of Kaien, Lachesis, Karen, URI, and others, Lachesis—anxious for Sopp's safety—decides to dispatch the massive MH Jagd Mirage, under the control of Schaft and Parthenon, to Böth. Meanwhile, in Zanda City, Aisha emerges victorious in a one-on-one duel against Ding; elsewhere, while in the midst of searching for her husband, Qukey makes a stop in a local town and liberates Est, Palsuet, and others from a brothel specializing in Fatimas—a facility into which Krakenbeal Mejojo had infiltrated in an attempt to silence Ananda. As dawn breaks, the larval form of the L.E.D. Dragon appears before Sopp—who still lies prostrate on the ground—and brings him back to life.

●**The Five Star Stories, Vol. 6**
Contains chapters originally serialized in the monthly magazine **Newtype** from the April 1992 issue through the August 1993 issue.

CHARACTER

Dis Bosiathfort
ディス・ボスヤスフォート

Amaterasu no Mikoto
アマテラスのミコト

Prince Amaterasu
プリンス・アマテラス

Mugumica Rao Colet A-Toll
ムグミカ・ラオ・コレット・アトール

Dougeran Roth
ダグエラン・ルス

Lachesis
ラキシス

"Schaft" Burgle dé Leizer
"シャフト" バーグレ・デ・ライツァー

Fatima Parthenon
ファティマ・パルテノ

Spector
スペクター

Fatima Portar
ファティマ・ポーター

Satan Commander (Viequl)
サタン・コマンダー (ヴィーキュル)

O.P.Q.L.
O.P.Q.L.

ARCH The Water Dragon
アーク (ウォータードラゴン・スイレー)

L.E.D. Dragon
L.E.D.ドラゴン

Earth Dragon
アースドラゴン

Feather Dragon
フェザードラゴン

Jet Dragon
ジェットドラゴン

Thunder Dragon
サンダードラゴン

Ladios Sopp
レディオス・ソープ

Silvis Race Venus
シルビス・レィス・ビーナス

Elmelah Colus
エルメラ・コーラス

Rupus Ballanka
ルーパス・バランカ

Trao Ballanka
トラーオ・バランカ

Colus IV
コーラス4世

Mission Rouath
ミッション・ルース

Fatima Megaira
ファティマ・メガエラ

Muse van Reyback
ミューズ・ヴァン・レイバック

Fatima Ssizz
ファティマ・静

Maiyu Sukat
メイユ・スカ

Di-Barrow
ディ・バロー

Allen Braford
アーレン・ブラフォード

Fatima Kyo
ファティマ・京

Mell, Satcher Screach
メル・サッチャー・スクリーク

Mell Zoom Wonter
メル・ズーム・ウォンター

Hind Kill
ハインド・キル

A.K.D. GOHDS Knight
A.K.D.ゴーズナイト

Mishalu Ha Lonn
ミシャル・ハ・ルン

"Python" Adrien Targ
"パイソン" エイドリアン・ターク

Spark/Picking Harris
スパーク/ピッキング・ハリス

Dougulus Kaien
ダグラス・カイエン

Fatima Auxo
ファティマ・アウクソー

The Omnipotence
全能神

Thousand Armed Goddess of Mercy
千手観音

Fuse Curly/Spinner
ヒューズ・カーリー/スピナー

Bester "Close" Orbit
ベスター・"クローズ"・オービット

Sarion
サリオン・イイ

White Lynx
ホワイト・リンクス

Muley Kinky
ミューリー・キンキー

Ganna Skipper
ガナ・スキッパー

Maizer Broze
メイザー・ブローズ

Ladios Sopp'
レディオス・ソープ・ダッシュ

Deimos Hiarak
ディモス・ハイアラキ

Fatima Queen
ファティマ・クーン

Merca Roumors
メルカ・ルーモアーズ

Fatima Bacstual
ファティマ・バクスチュアル

Lucifer Sentimer
ルシファ・センタイマ

URI
URI

Karen
カレン (花蓮)

Qukey Zanda Ritsuko
キュキィ・ザンダ・理津子

Krakenbeal Mejojo
クラーケンベール・メヨーヨ

Ryokurei-Ronn
リョクレイ・ロン

Fatima Ananda
ファティマ・アナンダ

Fatima Palsuet
ファティマ・パルスエット

Fatima Est
ファティマ・エスト

Aisha Cordante
アイシャ・コーダンテ

Gong Pan Si Ma (Ding Baia)
クー・ファン・シーマ (ティン・バイア)

Fatima Maja
ファティマ・マージャ

Fatima Kurakaline
ファティマ・クラカライン

Fatima Vitter Schasse
ファティマ・ヴィッターシャッセ

Suezou
すえぞう

Piggee
ピギー

Mimie
ミミー

Fatima Atropos
ファティマ・アトロポス

MORTAR HEADD, SHIP & VEHICLE

Jagd Mirage
ヤクト・ミラージュ

Blood Temple
ブラッド・テンプル

The Knight of Gold
ザ・ナイト・オブ・ゴールド

Rouge Mirage
ルージュ・ミラージュ

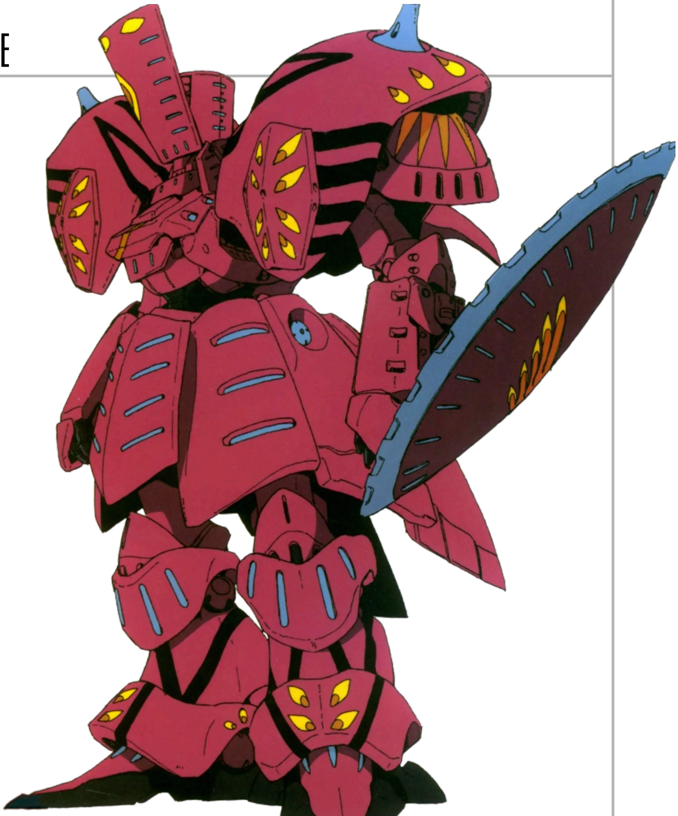
L.E.D. Mirage
L.E.D.ミラージュ

Cross Mirage
クロス・ミラージュ

Apache
アパッチ

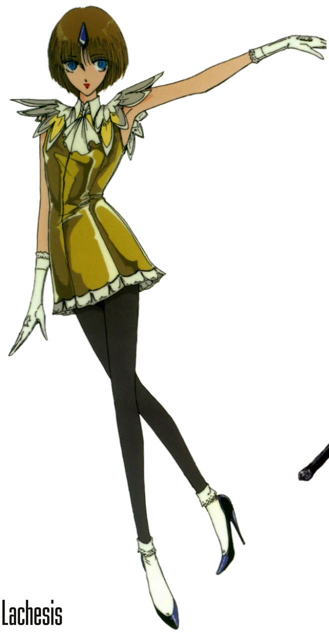
MMT Demon
MMT "デモン"

MMT Venus
MMT "ヴィナース"



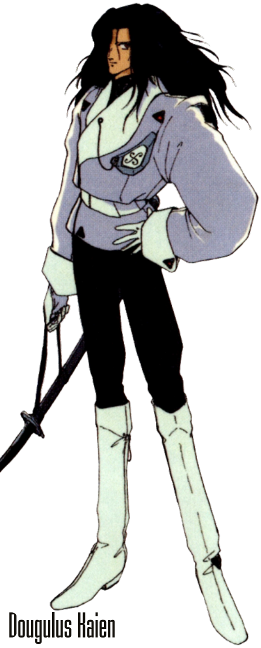
Apache

The Mortar Headd piloted by Allen Braford during his days as a mercenary. It served to demonstrate—in no uncertain terms—that the outcome of a Mortar Headd battle is ultimately determined by the skill of the Headdliner. Following its destruction by the Jagd Mirage, its main memory was transplanted into the Terror Mirage.



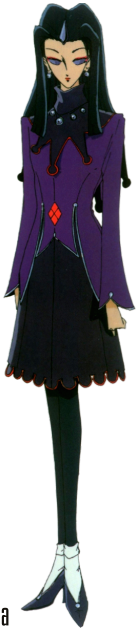
Lachesis

Dr. Ballanche's 44th Fatima—the second daughter of the Three Goddesses of Fate. Her very existence is said to represent the "hope" that Dr. Chrome Ballanche left behind for the future of the Fatimas. She manifests supernatural powers within the Float Temple during Amaterasu's absence.



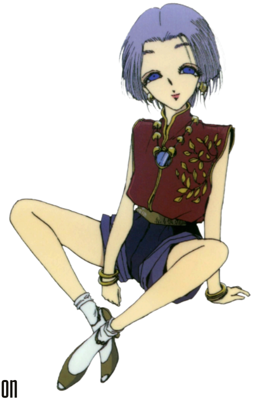
Dougulus Kaien

A Knight of pure Super Empire lineage, brought into the world by Dr. Chrome Ballanche, who implanted into the womb of Queen the fertilized egg—originally preserved by L.E.D. Dragon—containing the genetic material of Princess Yarnn Vatshu and the Sword Saint Skins. Following the death of Jabo, he took up service with Hathuha, and in the year 3030, he perished alongside Mugumica.



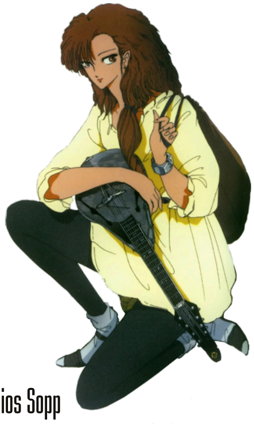
Fatima Maja

Chrome Ballanche's fourth Fatima. Her partner is Prince Ikaruga—also known as Sarion. While the early models, Queen and Parthenon, had their Damgate Controls removed, she alone remains subject to Damgate Control.



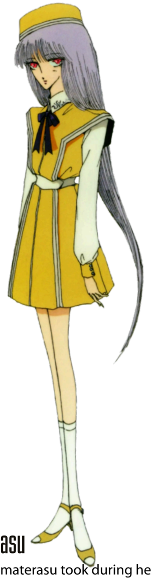
Sarion

He was a prince of the Senate family—a direct lineage of the Amaterasu Imperial House—but he plotted a coup d'état against Amaterasu, the Mikado; the attempt failed, and he was officially recorded as having died of illness. He is a Baia who possesses both the might of a Knight and Diver Power.



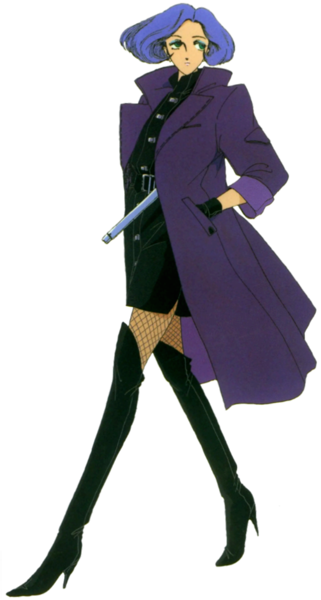
Ladios Sopp

A legendary Meister who drifts from star cluster to star cluster, leaving behind near-mythical tales across battlefields far and wide. As is well known, his true identity is Amaterasu, the Mikado. He frequently interacts with Chrome Ballanche's Fatimas while in this guise—a form that, among Amaterasu's many incarnations, is the most emotionally expressive.



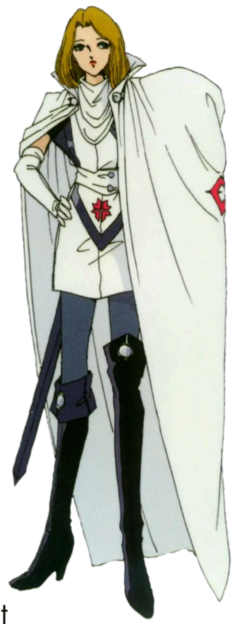
Prince Amaterasu

This is the form Amaterasu took during her childhood, specifically in the year 2121, when Bosjathfort stormed the Grees Royal Palace. She effortlessly dispatched Bosjathfort—a foe so formidable that even Amaterasu no Mikoto had resigned herself to death—sending him swiftly to the depths of Hell. Having never learned to express emotion, she remained completely expressionless throughout the entire encounter.p



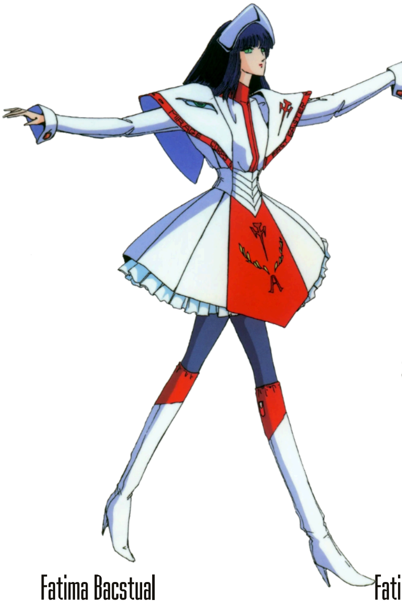
Qukey Zanda Ritsuko

The eldest daughter of the founding zaibatsu family of Zanda City. Possessing formidable strength as a Knight, her partner is Dr. Chrome Ballanche's Aglaia. She is currently searching for her husband, Allen Braford, who departed on a training journey as a mercenary.



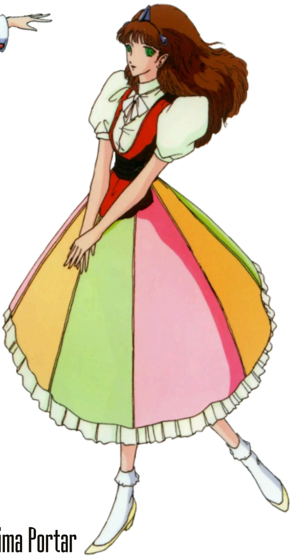
A.K.D. GOHDS Knight

GOHDS is the official Imperial Order of Knights of the A.K.D. They haven't exactly had an easy time of it—having been decimated by Bosjathfort in 2121, for instance, or thoroughly thrashed by the Pied Piper Knights in 2992.



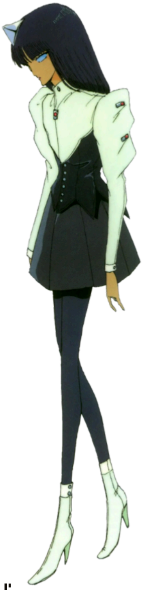
Fatima Bacstual

The eleventh Fatima created by Dr. Chrome Ballanche. She is owned by Amaterasu and supports the development of all Mirage Machines. Thanks to her massive head crystal, she is capable of simultaneously controlling up to five Mortar Headds. Due to this specific characteristic, all of her emotional functions have been severed.



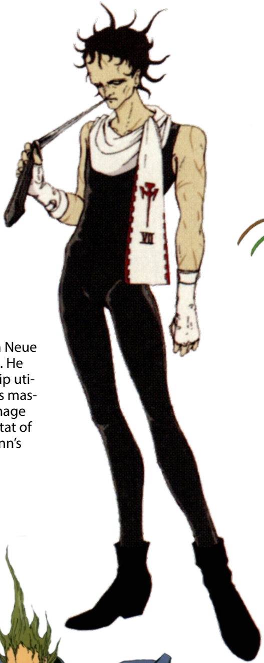
Fatima Portar

Fatima is a creation of Dr. Morard and serves as Spector's partner. Her functions as a Fatima were destroyed during a battle in the year 2988; why she has since become a Mirage Fatima remains a mystery. In her daily life, she appears to spend her time alongside Spector, keeping Lachesis company.



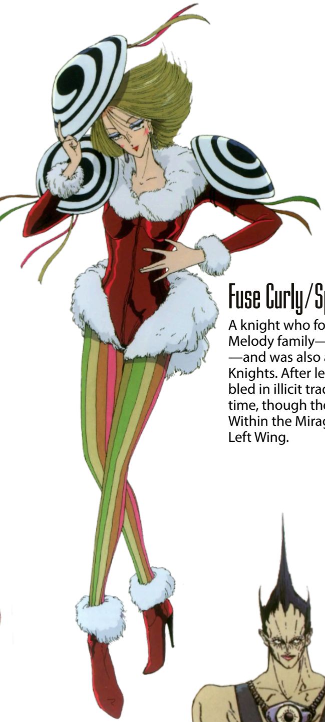
Fatima Hurakaline

The 32nd Fatima created by Dr. Chrome Ballanche. Her partner is Spark—specifically, she is the partner of Muddler Moirai, Spark's alter ego. While Bercut bears the crest of a Knight Master, she—in her public persona—does not.



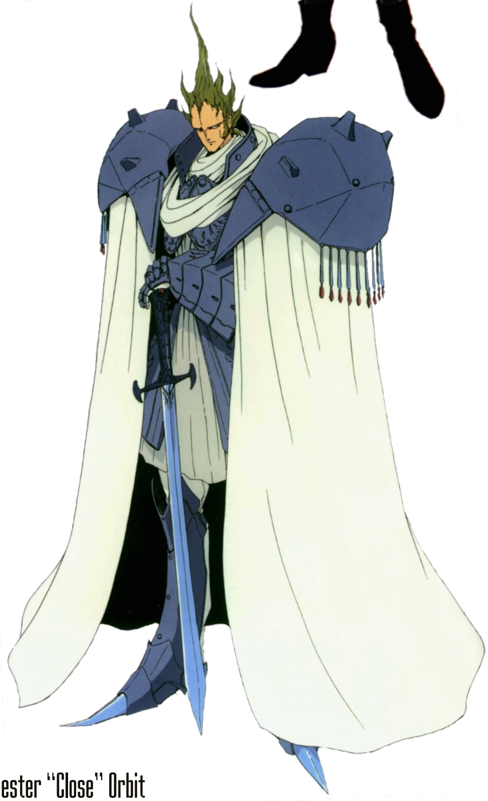
"Python" Adrien Targ

A knight formerly affiliated with Neue Siltis within the Fillmore Empire. He wields a versatile swordsmanship utilizing multiple weapons and has mastered the "Delay Attack" (afterimage technique); during the coup d'état of 2992, he effortlessly severed Lonn's right arm.



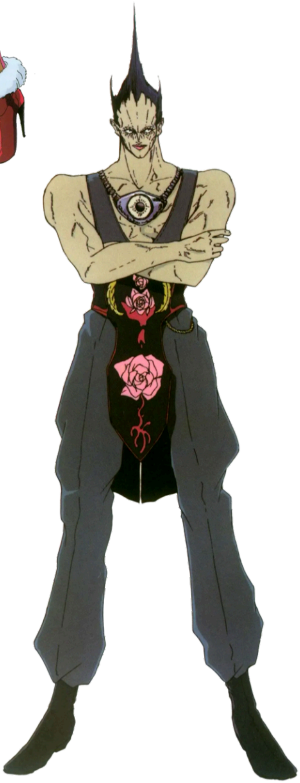
Fuse Curly/Spinner

A knight who formerly served as a retainer to the Melody family—a branch of the Colus royal house—and was also a member of the Colus Court Knights. After leaving Colus, he reportedly dabbled in illicit trades—such as assassination—for a time, though the specific details remain unknown. Within the Mirage Knights, he is assigned to the Left Wing.



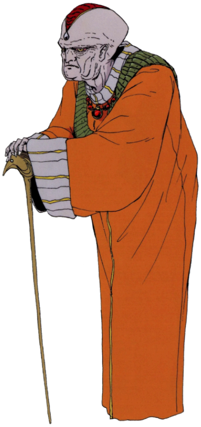
Bester "Close" Orbit

A knight affiliated with the Left Wing of the Mirage Knights. He has served as Sarion's close aide since childhood and joined the Mirage immediately following Sarion's "death by illness." His swordsmanship is exceptional—so much so that he serves as an instructor in the blade for the other Mirage Knights.



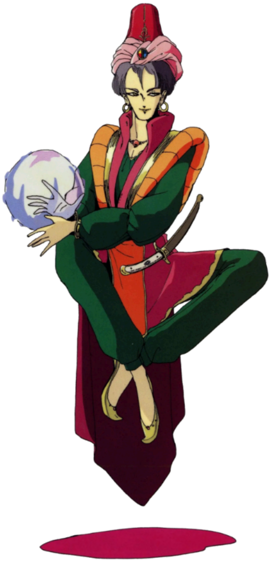
"Schaft" Burgle dé Leizer

As the leader of the secret society Rosenkreuz, he is the "Shadow Duke" who rules the underworld of Zanda City through fear and force. His true name is Burgle dé Leizer. Possessing swordsmanship of the "Heavenly Rank," he serves as the No. 2 commander of the Mirage Knights' Left Wing. During the battle against Sibyl, he piloted the Jagd Mirage "Green Left," instantly annihilating Sibyl's main forces; however, he ultimately met his demise at the hands of Bosjathfort, who had been resurrected by the "Water of Life."



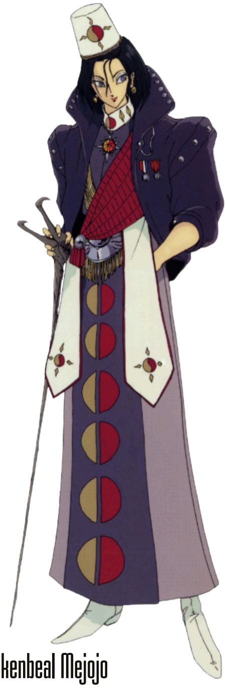
Di-Barrow

The Prime Minister governing Sibyl, a small nation within Böth. He is a mysterious elderly sorcerer who emerged in the history of the Star Cluster as a sudden, enigmatic figure. In pursuit of his own ambitions—including a plot to seize control of the Divers Para Guild—he utilized agents such as Maiyu Sukat and Pied Piper in his search for the "Water of Life."



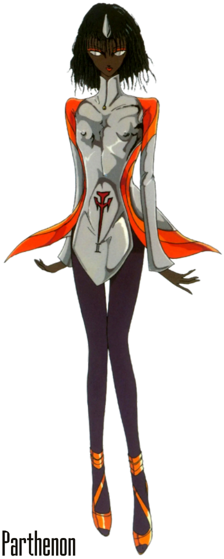
Dis Bosjathfort

In the year 2121, seeking to seize control of the Divers Para Guild, he stormed the Grees Royal Palace single-handedly. Although he came tantalizingly close to success, he was ultimately defeated by Amaterasu—who was, at the time, still a prince. Before he could be cast into Hell, he was slain by the hand of Amaterasu no Mikoto. Since then, he has persisted as a malevolent spirit haunting the city, lying in wait for an opportunity to resurrect.



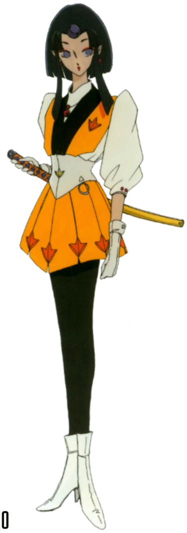
Krakenbeal Mejojo

The third prince of the Meyoyo Imperial Court and son of Emperor Akar Meyoyo. He personally led the Light Cavalry Order as its captain, frequently meddling in the wars of various nations throughout the Star Cluster. While stopping over in Zanda City—with the specific intent of assassinating Ananta, a figure left behind by Bishop Ira—he liberated Est and Palsuet from a brothel that he had subsequently destroyed.



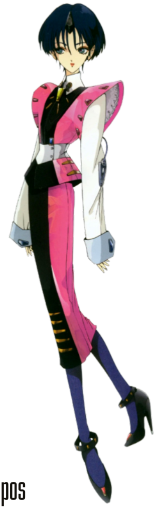
Fatima Parthenon

Fatima, one of Dr. Ballanche's personal creations. Her partner was Schaft. Already emotionally unstable due to her extreme combat capabilities, her mental equilibrium was further shattered by the narcotics administered by Schaft; paradoxically, however, this very condition serves to prevent her complete self-destruction. Following Schaft's death, she began exhibiting signs of mental collapse; consequently, she underwent mental freezing and was subsequently transferred to the care of Dr. Corks.



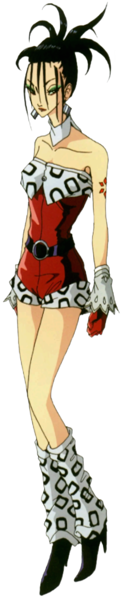
Fatima Kyo

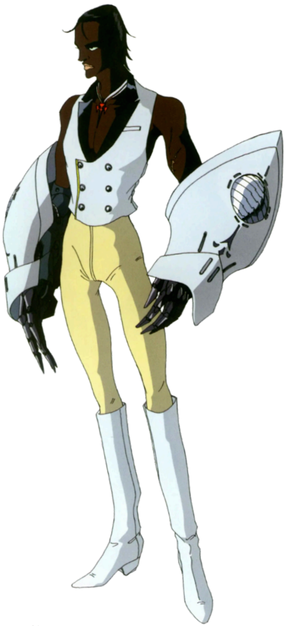
Ballanche's 18th Fatima. Her partner is Allen Braford. She possesses Mortar Headd control skills passed down directly from Sopp. It appears she endured considerable hardship as a result of accompanying Braford during his training.

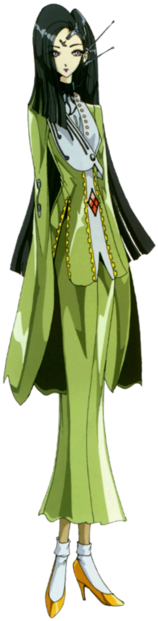


Fatima Atropos

The eldest of the three Goddesses of Fate. She is Dr. Ballanche's 43rd Fatima. To escape the clutches of Grand Duke Juba, she vanished just prior to her official unveiling. In her place of seclusion, she leads an incredibly busy life—engaging in partisan activities and even taking a young dragon larva into her care.







White Lynx

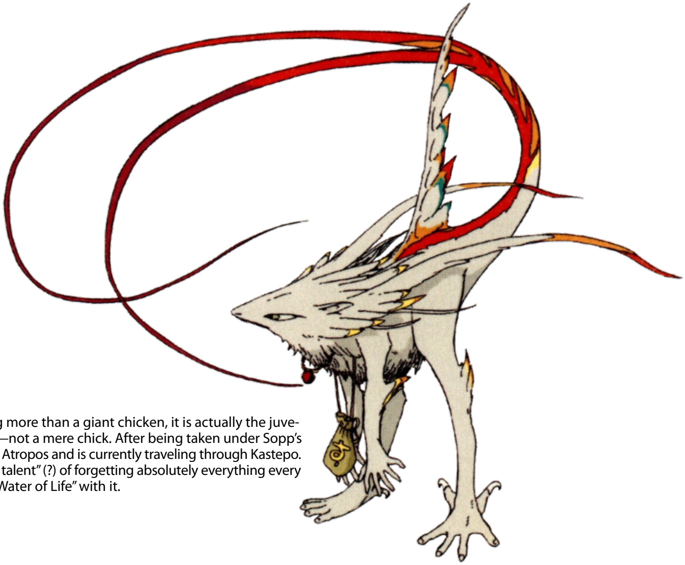
A member of the Divers Para Guild. He is a powerful Diver—capable of conducting interstellar telepathic communication—operating between Ding Baia on Planet Böth and the Float Temple. During the Bosjathfort raid in the year 3010, he supported Prince Ikaruga, serving as a vital linchpin for the transmission of orders from Mirage.

Maizer Broze

The Knight of Mirage Left Wing Unit No. 11. He invariably wears iron claw-like gauntlets on both hands and makes his appearances clad in a variety of armor—or perhaps "cosplay" ensembles. It is said that he shares a background similar to that of Christine from the Fillmore Empire. Perhaps owing to the fact that he was taken in and raised during his childhood, he harbors a deep and unwavering loyalty toward Amaterasu and Ikaruga.

Fatima Vitter Schasse

She is the thirteenth Fatima, Ballanche Fatima—though, as her development from an embryo was personally overseen by Amaterasu, she is effectively a collaborative creation between the two. She is a Fatima dedicated exclusively to the development of MHs; consequently, her combat capabilities as a Fatima are extremely low. Her primary role involves configuring the settings for each Mirage Machine.

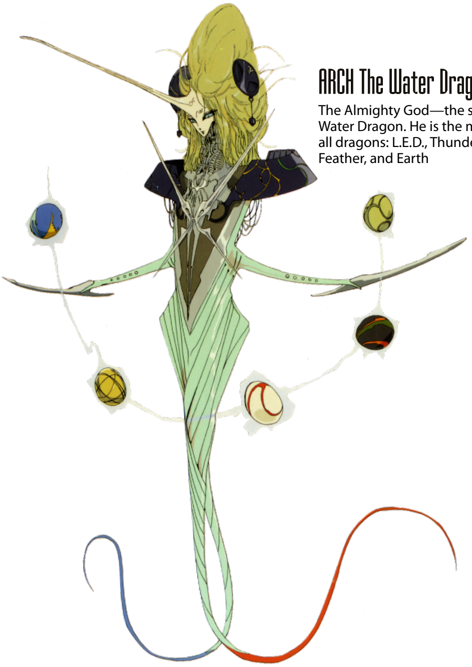


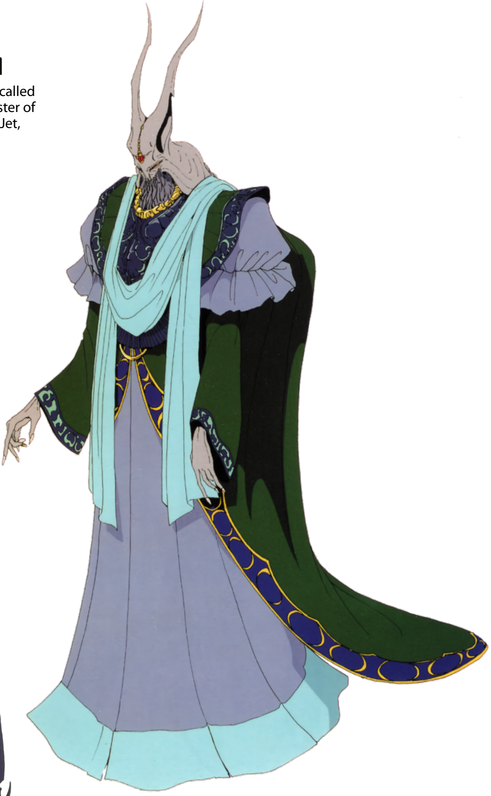
Suezou

Although it looks like nothing more than a giant chicken, it is actually the juvenile form of an L.E.D. Dragon—not a mere chick. After being taken under Sopp's protection, it was entrusted to Atropos and is currently traveling through Kastepo. It possesses a peculiar "special talent" (?) of forgetting absolutely everything every three minutes. It carries the "Water of Life" with it.

ARCH The Water Dragon

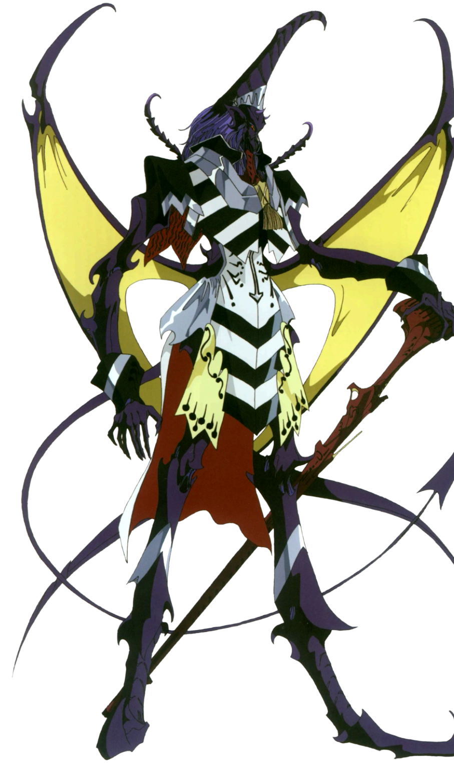
The Almighty God—the so-called Water Dragon. He is the master of all dragons: L.E.D., Thunder, Jet, Feather, and Earth





O.P.Q.L.

The King of Hell who commands the demons—a figure appearing in the myth known as *The Tale of the Five Stars*, which is passed down in Böth. He reportedly manifested in Böth in search of the "Water of Life." Defeated by a dragon, he departed the star cluster, leaving behind a rather undignified parting taunt.



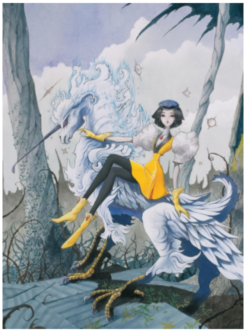
Satan Commander (Viequl)

An entity from the Demon Realm that attacked the Float Temple during the disappearance of Emperor Amaterasu in the year 2992. The commanding leader of the group is noticeably larger in stature than the other Satan Soldiers. According to folklore, they were once repelled by the Emperor of the Kallamity Godarce Star Cluster.

The Five Star Stories

CHARACTERS #7

FSS#7:GIRL RIDE ON WHITE FIRE KIRIN DRAGON



What is a Mortar Headd? What is a Fatima?

●Revived by the Water of Life, Ladios Sopp names the L.E.D. Dragon larva "Suezou." It is the wandering Atropos who comes to their rescue when they are attacked by the Sibyl forces. Fearing intervention by the Para Guild, Di-Barrow places the Pied Piper Knights—led by General Piper—under the command of Maiyu Sukat and dispatches them to pursue the pair who fled with Suezou. During Sopp's coma, a flashback sequence unfolds, revealing how the infant Sopp once summoned Joker—the ruler of the universe—and compelled him to activate his internal switch. Atropos challenges Allen Braford—who has discovered her hide-out—to a duel at Auge Arsculs. Braford's MH Apache narrowly emerges victorious from the battle, but his partner, Kyo, has reached her mental breaking point. Meanwhile, Aisha Cordante, aided by Jabo Beat, independently tracks Sopp's movements. Elsewhere, Mishalu Ha Lonn of the A.K.D. arrives at Böth at the head of the Imperial Guard, and fierce ground combat erupts against the Sibyl forces.

●**The Five Star Stories, Vol. 7**
Contains chapters originally published in the monthly magazine **Newtype** from the June 1993 issue through the January 1995 issue.

CHARACTER

Ladios Sopp	レディオス・ソープ
Suezou	すえぞう
Fatima Tita	ファティマ・ティータ
Fatima Ietta	ファティマ・イエッタ
Lie Ex Henschel Atwight	リィ・エックス・アトワイト
Fatima Sarome	ファティマ・サロメ
Falk Jugendlich Rogner	F・U・ログナー
Fatima Pasithea	ファティマ・パシテア
Fatima Euphrosyne	ファティマ・エフロシューネ
Fatima Kale	ファティマ・カレ
Chrome Ballanche	クローム・バランシェ
Fatima Atropos	ファティマ・アトロポス
Piggee	ピギー
Mimie	ミミー
Maiyu Sukat	メイユ・スカ
Allen Braford	アーレン・ブラフォード
Fatima Kyo	ファティマ・京
Fatima Linsaz	ファティマ・リンザ
Di-Barrow	ディ・バロー
Dis Bosiathfort	ディス・ボスヤスフオート
Amaterasu no Mikoto	アマテラスのミコト
Greater Damon	グレーター・デーモン
Salamander	サラマンデル（火精）
Kobold	コボルト（地精）
Sylph	ジルフェ（風精）
Undine	ウンディーネ（水精）
Joker	ジョーカー
ARCH The Water Dragon	アーク（ウォータードラゴン・スイレー）
Fatima Portar	ファティマ・ポーター
Actinoids Uranium Ballance	アクチノイド・ウラニウム・バランス
Ian König	イアン・ケーニヒ
Fatima Ochestro	ファティマ・オキストロ
Piper	パイパー

Bit Maessen
ビット・マエッセン

Jog Kersher
ジョグ・ケルシャー

Fatima Puula
ファティマ・プーウラ

Fatima Wilma
ファティマ・ウィルマ

Fatima Parasha
ファティマ・パラーシャ

Blreno Kanzian
ブルーノ・カンツィアン

Fatima Build
ファティマ・ビルド

Dougeran Roth
ダグエラン・ルス

Mishalu Ha Lonn
ミシャル・ハ・ルン

Dougulus Kaien
ダグラス・カイエン

Fatima Auxo
ファティマ・アウクソー

Fatima Kclappa
ファティマ・クラッパ

Aisha Cordante
アイシャ・コーダンテ

Fatima Alekto
ファティマ・アレクトー

Jabo Beat
ヤーボ・ビート

Fatima Concord
ファティマ・コンコード

Amaterasu no Mikado
アマテラスのミカド

“Schaft” Burgle de Leizer
“シャフト” バーグル・デ・ライシァー

Fatima Parthenon
ファティマ・パルテノ

Fatima Queen
ファティマ・クーン

Ladios Sopp’
レディオス・ソープ・ダッシュ

Fatima Odette
ファティマ・オデット

Fatima Aurora
ファティマ・オーロラ

Fatima Giselle
ファティマ・ジゼル

Fatima Achileus
ファティマ・アキレス

Fatima Ssizz
ファティマ・静

Fatima Megaira
ファティマ・メガエラ

Fatima Ikaros
ファティマ・イカロス

Fatima Kurakaline
ファティマ・クラカライン

Mell, Rince Usare Tama
メル・リンス・ウザーレ・ターマ

Fatima Aglaia
ファティマ・アグライア

Fatima Clotho
ファティマ・クローソー

Lachesis
ラキシス

LaPerla Emilia-Romagna
ラペルラ・エミリア・ロマーニャ

Giovanni Veneto
ジョバンニ・ベネット

Meyer von Toccata
マイア・フォン・トッカータ

Davide Toscana
ダビデ・トスカーナ

Yury Vasyuchenco
ユーリー・バシュチェンコ

Beauty Peel
ビューティ・ペール

Cyclommatus Metallifel
サイクロームマテウス・メタリフェル

Jute Maki
ジュート・マキ

Charles Burmingham
チャールズ・バーミンガム

Adolph Rickenbacker
アドルフ・リッケンバッカー

Elena Kunikova
エレーナ・クニャジコーワ

Parry Schenkling
パリー・シェンクリンギ

Noriko
ノリコ

Okuwa Dorcus
オークワ・ドルクス

Dagiere Dimbula
ダジル・ディンブラ

Miyama Uenoshin
深山上之信

Merenkampf
メーレンカンプ

Fatima Palsuet
ファティマ・パルスエット

Fyan
リ・フーン・フィヤン

Bol
ヴォル

MORTAR HEADD, SHIP & VEHICLE

L.E.D. Mirage
L.E.D.ミラージュ

Vai-O-La
バイオラ

Blue Armor
青騎士

Siren E (prototype)
サイレンE型 （プロトタイプ）

Apache
アパッチ

Auge Arsculs
オージェ・アルスキュル

Schpertor K.O.G.
シュペルター・K.O.G.

Terror Mirage
テロル・ミラージュ

Jagd Mirage
ヤクト・ミラージュ

U-XXV “Belle Clair”
天照家旗艦ベル・クレール

U-XXX “Whale” (Mirr)
天照家高速巡洋艦ホエール（ミル）

U-XVII (Golden Eye)
A.K.D.宇宙軍主力戦艦U-17（ゴールデンアイ）

Floating Heavy Tank M1 Leopard
重戦車M1レオパルト

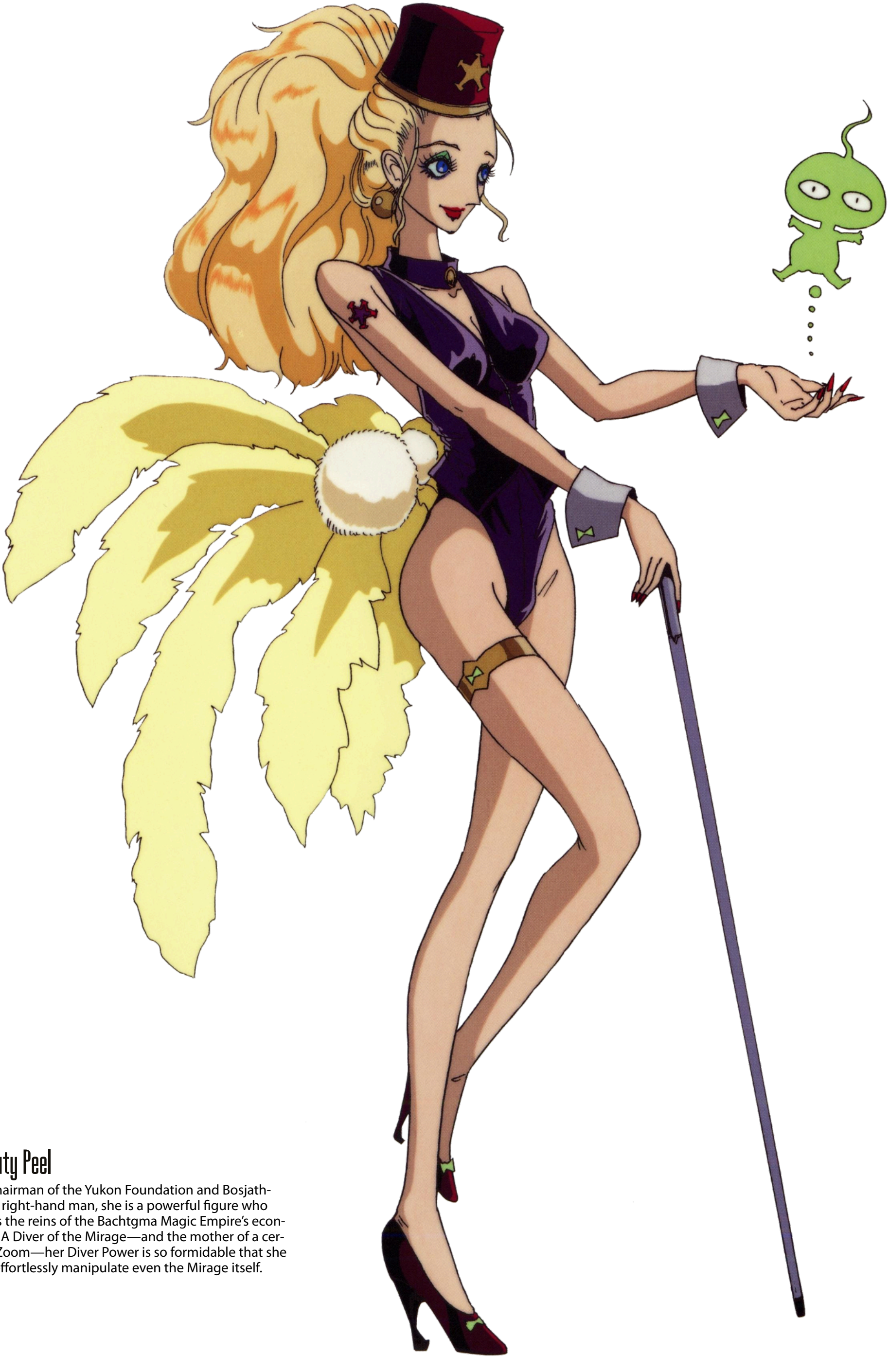
Floating Battle Tank E-75
空中戦車E-75

Floating Tank Destroyer E-505
駆逐戦車E-505

Torpedo-bomber “Plutonix”
艦載雷撃機プルトニクス

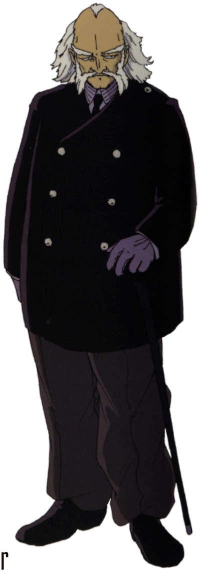
Transport Dig Gz-13
装甲兵員輸送ディグGz-13

MC-108 “Panna Cotta”
強襲上陸艇MC-108“パンナコッタ”



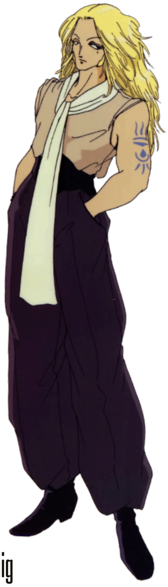
Beauty Peel

As Chairman of the Yukon Foundation and Bosjathfort's right-hand man, she is a powerful figure who holds the reins of the Bachtgma Magic Empire's economy. A Diver of the Mirage—and the mother of a certain Zoom—her Diver Power is so formidable that she can effortlessly manipulate even the Mirage itself.



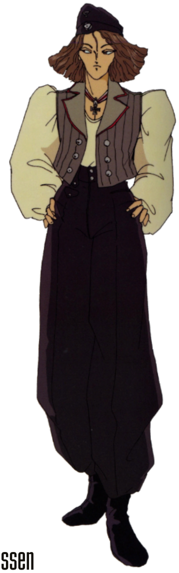
Piper

The commander who leads the mercenary order known as the Pied Piper. Having assembled a roster of renowned knights—including Ian, Maessen, and Kersher—and possessing legendary mecha such as the Vai-O-La, the Blue Knight, and the A-Toll DDS, his political influence throughout the Star Cluster is rumored to be nothing short of formidable. He was killed in action in the year 2992, struck down by a single blow from a Jagd Mirage.



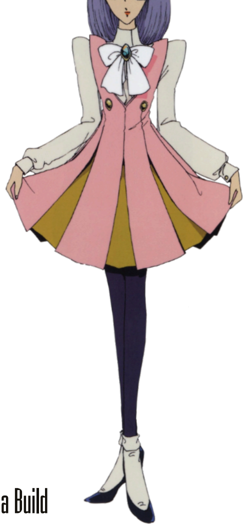
Ian König

The ace pilot of the Fillmore Empire—an elite Knight who also holds a doctorate. Whether piloting his prized Vai-O-La during his time with the Pied Piper unit, or being hand-picked for the Arcana Knights upon his return to Fillmore, his prowess as a Knight is truly world-class.



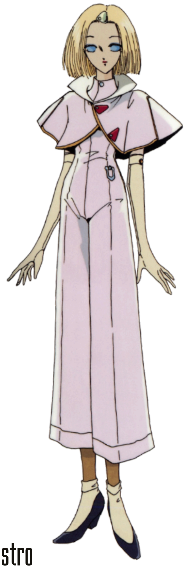
Bit Maessen

Like Ian, he is the ace of the Piper Knights. During the A.K.D. vs. Sibyl conflict in 2992, he engaged in combat with the Schpertor piloted by Lonn and was defeated; his whereabouts following that event remain unknown… Wait—what? He actually participated in the Magic Wars piloting a Mirage Machine.



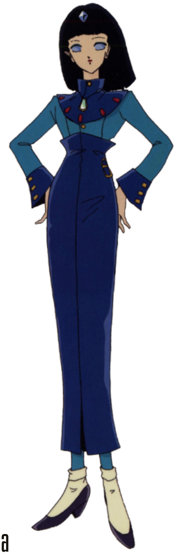
Fatima Build

Dr. Morard's Fatima. She lost her master, General Piper, during the A.K.D. vs. Sibyl conflict in 2992. Having herself sustained mortal injuries, she underwent a massive surgical procedure to regenerate her entire body—saving only her cerebrum and memories. Her actions while recuperating under Dr. Morard's care served as the catalyst that inspired Meeth to make a momentous decision.



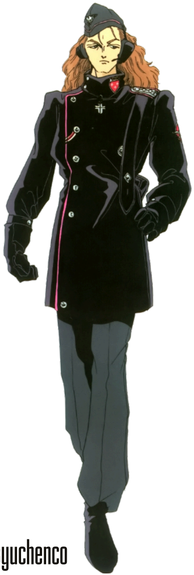
Fatima Ochestro

Fatima, created by Dr. Sarita Usu Zinc. She is Ian König's partner. She appears to be constantly at the mercy of Ian's carefree and capricious behavior. She joined Fillmore in tandem with Ian's return to the organization.



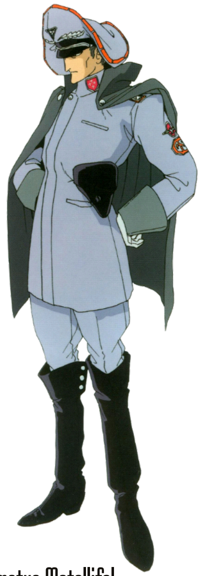
Fatima Puula

Dr. Corks' Fatima. Bit Maessen's partner. She sustained severe injuries during the battle of 2992; however, it appears she was rescued by the victorious A.K.D. and treated under the care of Dr. Morard. Currently, she is missing, along with Maessen.



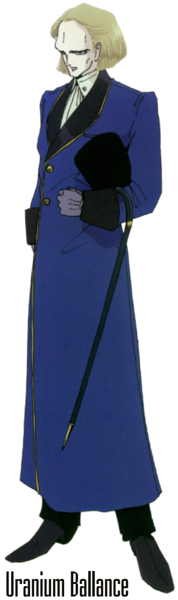
Yury Vasyuchenco

An instructor in the Tank Training Battalion, a unit directly subordinate to the A.K.D. Imperial Guards. The A.K.D. Tank Battalion's top ace, he held the Delta Belun Cross adorned with Diamonds and Oak Leaves. Valiant and courageous, he was deeply respected; he served as an object of admiration not only for his subordinates but for soldiers throughout the entire A.K.D. military. In the year 2992, he launched a suicide attack against the Zakar and was killed in action.



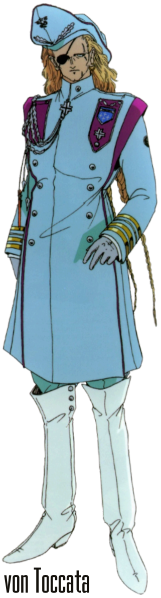
Cyclommatus Metallifel

Commander of the Independent Field Military Police Company, directly attached to the 3rd Corps of the A.K.D. Imperial Guards. To fulfill his mission, he will turn his weapon even upon his own troops—and execute prisoners with his own hands. He is a highly capable military officer who pledges absolute loyalty to Emperor Amaterasu and the A.K.D.



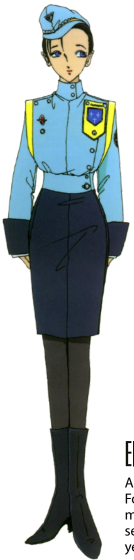
Actinoids Uranium Ballance

The sixth head of the Ballanche family. A scientist hailed in the early 2000s as the "finest intellect in the Star Cluster." It was while examining the infant Sopp—at the behest of Amaterasu no Mikoto—that he first propounded the "Fatima Theory." A complete lack of interest in anything outside of their research appears to be a perennial trait of the Ballanche lineage.



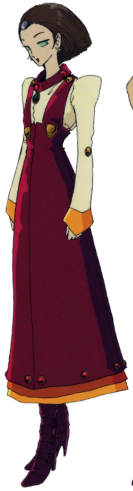
Meyer von Toccata

A Lieutenant Colonel and Chief of Staff of the A.K.D. Space Forces, he is a highly capable commander in every sense of the word. Perhaps due to his distinctive personality, he would later become a particular favorite of Amaterasu no Mikado, eventually rising to serve as the Commander of the Light Emperor's Phantom Division. His wife is a former "Miss Space Forces."



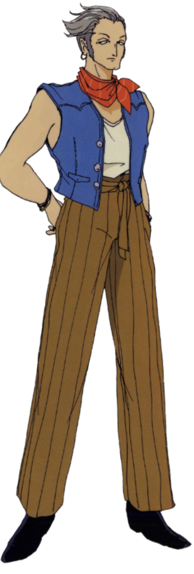
Elena Kunikova

A Second Lieutenant in the A.K.D. Space Forces Intelligence Division, whose primary duty is serving tea. In essence, she serves as the "organizational lubricant"—yet her true identity is that of a Knight conducting espionage operations directly under Rogner.



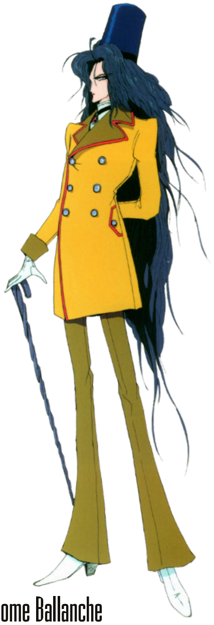
Fatima Wilma

A Fatima created by Dr. Almione Evos. Her partner was Jog Kersher. Following a battle in the year 2992 in which she lost Kersher, she was saved by Dr. Morard alongside Puula. Her whereabouts thereafter remain unknown.



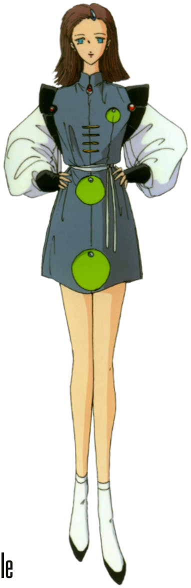
Jog Kersher

He was the ace of the Pied Piper Knights—a first-rate knight who also held a doctorate—yet during the 2992 battle between the A.K.D. and Sibyl, he was instantly cut down by the Jagd Mirage, a machine possessing a power so overwhelming it bordered on the unfair. He was a true dandy who never forgot to maintain his sense of style, even on the battlefield.



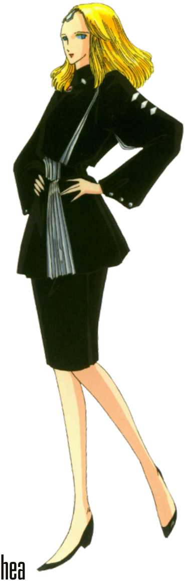
Chrome Ballanche

Fatima Meight possesses the greatest intellect in the history of the Star Cluster. He is the 11th head of the prestigious House of Balance and one of Amaterasu's few friends. He is the figure who dedicated his entire life—spanning over five centuries—to the Fatimas. It appears he would frequently take the young Fatimas out on excursions.



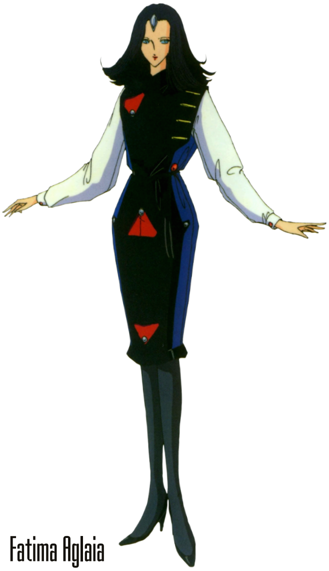
Fatima Kale

Dr. Ballanche's 34th Fatima. Her partner is Stateballo Kiedia. In the year 3010, during the Bachtgma's assault on the Float Temple, she was in the midst of being taught "how to prepare yellowtail" by Spark.



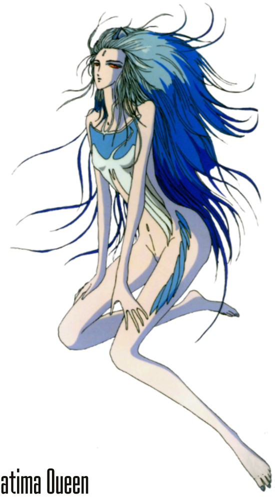
Fatima Pasithea

Ballanche's 35th Fatima. Her partner is Nu Sword Graphite. Her whereabouts following Nu Sword's defeat at the hands of Décors in 3010 remain unknown.



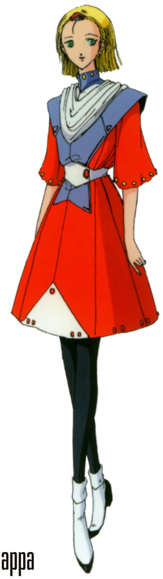
Fatima Aglaia

Ballanche's 36th Fatima. Her partner is Qukey. According to Aisha, it seems that Allen and Parthenon are among the very few who can understand Qukey's words one hundred percent—a fact that suggests she likely faces considerable struggles.



Fatima Queen

The first Fatima created by Dr. Ballanche. She is not equipped with Damgate Control. She possesses combat capabilities so formidable that she cannot be defeated in battle by anyone other than a Knight of Heavenly Rank or higher. In the year 2629, she became the bride of the Sword Saint, Dimos Hiarak.

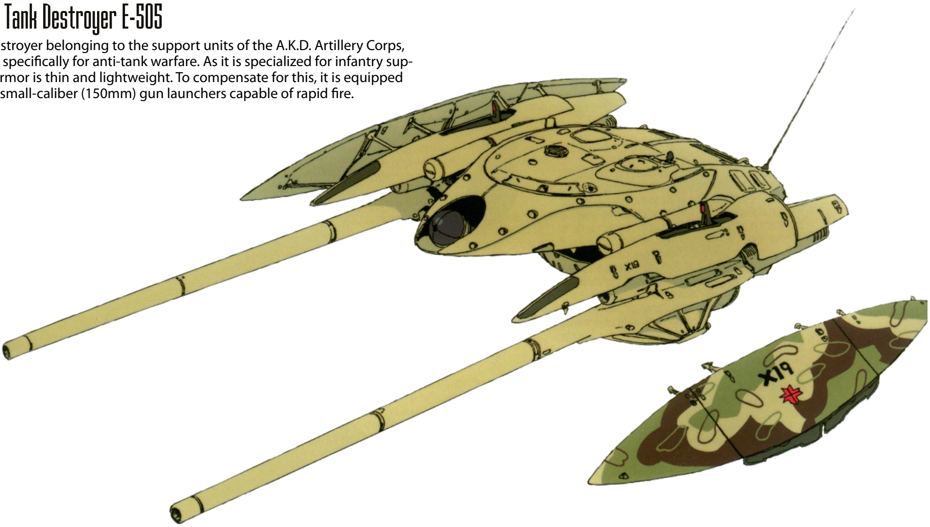


Fatima Kclappa

A Fatima crafted by Dr. Corks. Her partner is Lonn. Do her looks—and her expressions—resemble those of a high school girl simply because of Lonn's influence? She was receiving instruction from Auxo on how to control Schpertor.

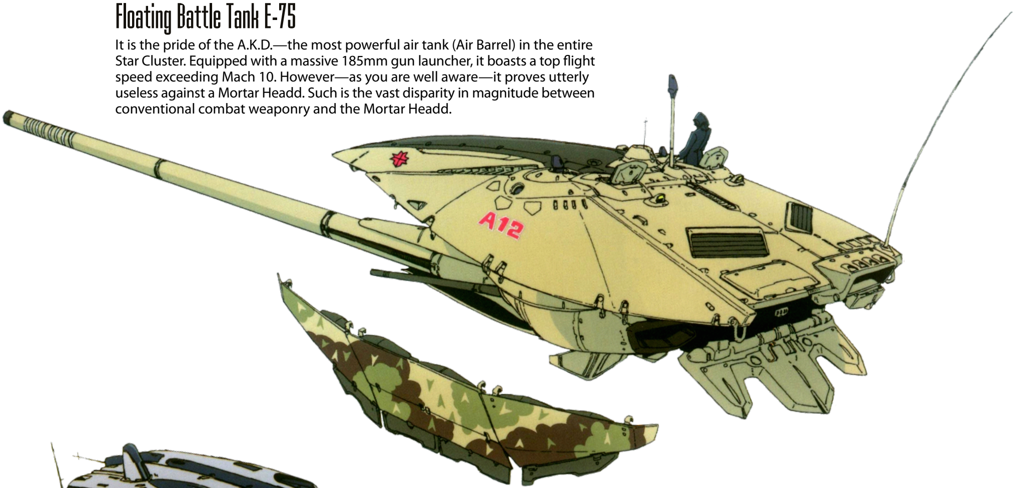
Floating Tank Destroyer E-505

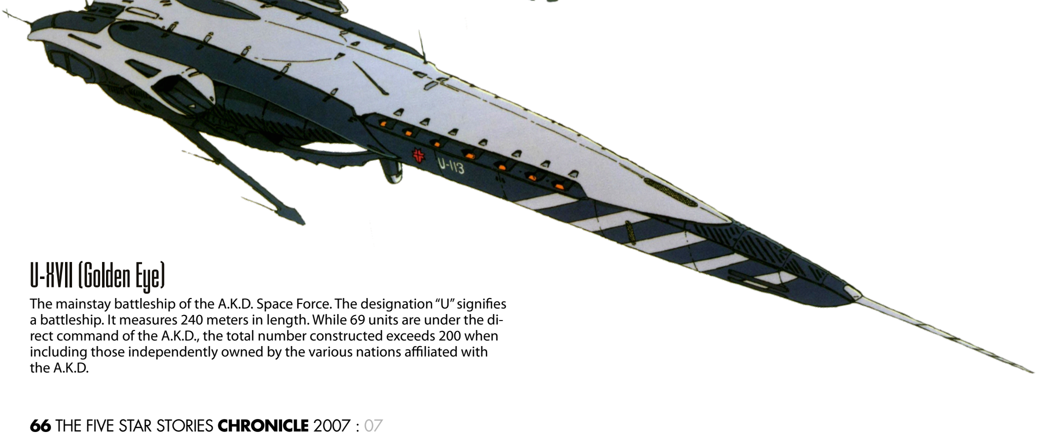
A tank destroyer belonging to the support units of the A.K.D. Artillery Corps, designed specifically for anti-tank warfare. As it is specialized for infantry support, its armor is thin and lightweight. To compensate for this, it is equipped with two small-caliber (150mm) gun launchers capable of rapid fire.



Floating Battle Tank E-75

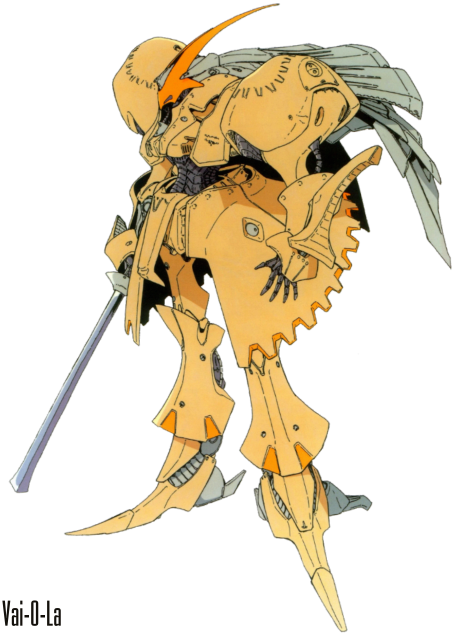
It is the pride of the A.K.D.—the most powerful air tank (Air Barrel) in the entire Star Cluster. Equipped with a massive 185mm gun launcher, it boasts a top flight speed exceeding Mach 10. However—as you are well aware—it proves utterly useless against a Mortar Headd. Such is the vast disparity in magnitude between conventional combat weaponry and the Mortar Headd.





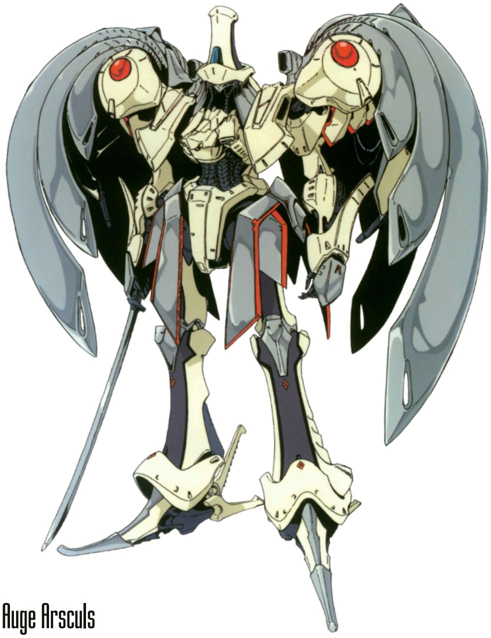
U-XVII (Golden Eye)

The mainstay battleship of the A.K.D. Space Force. The designation "U" signifies a battleship. It measures 240 meters in length. While 69 units are under the direct command of the A.K.D., the total number constructed exceeds 200 when including those independently owned by the various nations affiliated with the A.K.D.



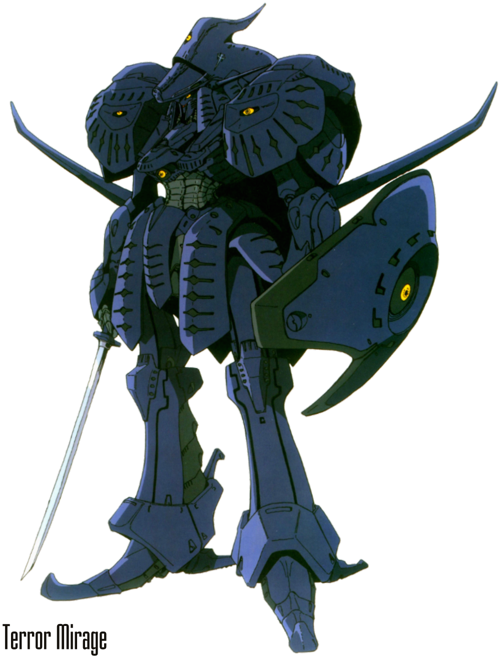
Vai-O-La

The second unit in the "Krumars" series—the very first Mortar Headd line in the Cluster to be equipped with a Fatima—created by Jebbia Corter, a Mortar Headd Meight hailing from Kallamity Godarce. Its original Headdliner was Nakandra Swans.



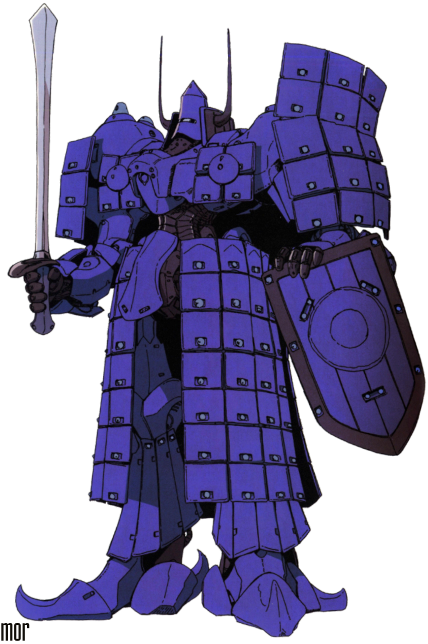
Auge Arsculs

One of the Mortar Headds that served as the foundation for all Mirage Machines. It was constructed during the same period as Dimos Hiarak's Water Dragon. As it was entrusted to Dr. Ballanche, it appears that most of his Fatimas are aware of this particular Mortar Headd.



Terror Mirage

The Mirage Machine was developed specifically for independent, covert reconnaissance operations. While its lower body shares the same design as the L.E.D. Mirage, it is distinguished by a compact, streamlined chest section. During the Magic Wars, units of this model were exclusively piloted by specialists such as Braford and Stateballo.



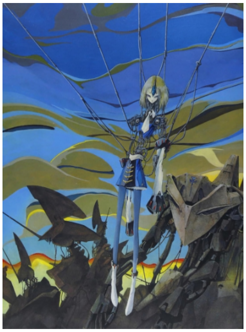
Blue Armor

A renowned Mortar Headd utilized as a primary combat unit not only by Umoss's Bronze Knights but also by Bakinn-Rakkan. It is also known as "Shion-kō." Although it once served as a core fighting force for the Pied Piper Mercenary Knights, every single unit was ultimately annihilated by a single strike from the Jagd Mirage.

The Five Star Stories

CHARACTERS #8

FSS#8:GROSS SISTER



And the three goddesses grew furious at the legend.

●The armed conflict between the A.K.D. and Sibyl forces escalates further. The enemy even makes a move against the A.K.D. Divisional Commander's vehicle, but Elena—better known as "Miss Space Force"—successfully destroys the threat. The battle shifts to MH combat, yet the A.K.D.'s Blood Temple unit finds itself struggling against the Piper Knights. Just then, the Terror Mirage piloted by Aisha Cordante arrives, and Alekto uses the Grand Seeker to locate Sopp, Atropos, and Suezou. As soldiers fall one after another in their efforts to protect Sopp, the Jagd Mirage finally arrives and pulverizes the enemy. Having lost his Apache, Braford is relieved of his duties as a mercenary and receives a new life from Sopp as a Mirage Knight. Having lost his Apache, Braford was relieved of his duties as a mercenary and granted a new life by Sopp as a Mirage Knight. Bosjathfort, who had lain dormant within Barrow's mind, seized the Water of Life and resurrected. The Buster Launcher he unleashed was neutralized by Mishalu Ha Lonn using the Schpertor; however, Schaft fell victim to the Diver Power and perished. Upon returning to the castle with the Dragon Drop as a souvenir, Sopp has his powers restored by Lachesis. Meanwhile, Atropos experiences a daydream in which she witnesses a confrontation with Clotho set 4,100 years in the future—as well as the ultimate destiny of the A.K.D.—and, after exchanging a promise with Suezou, she sets off on her journey.

●**The Five Star Stories, Vol. 8**
Contains chapters originally serialized in the March 1995 through October 1996 issues of **Monthly Newtype**.

CHARACTER

Cyclommatus Metallifel
サイクロームマテウス・メタリフェル
Merenkampf
メーレンカンプ
Elena Kunikova
エレーナ・クニャジコーワ
Meyer von Toccata
マイア・フォン・トッカータ
Charles Burmingham
チャールズ・バーミンガム
Yury Vasyuchenko
ユーリー・バシュチェンコ
Jute Maki
ジュート・マキ
Adolph Rickenbacker
アドルフ・リッケンバッカー
Fyan
リ・フーン・フィヤン
Parry Schenkling
パリー・シェンクリンギ
Okuwa Dorcus
オークワ・ドルクス
Fatima Wilma
ファティマ・ウィルマ

Fatima Puula
ファティマ・プーウラ
Bit Maessen
ビット・マエッセン
Jog Kersher
ジョグ・ケルシャー
Ladios Sopp
レディオス・ソープ
Fatima Atropos
ファティマ・アトロポス
Suezou
すえぞう
Fatima Alekto
ファティマ・アレクトー
Panhead Minneapolis
パンヘッド・ミネアポリス
Voguen de Leibach
ボーギン・デ・ライバッハ
Ian König
イアン・ケーニヒ
Hyatt
ジジ・ハイアット
Allen Braford
アーレン・ブラフォード

Aisha Cordante
アイシャ・コーダンテ
Miyama Uenoshin
深山上之信
Noriko
ノリコ
Mishalu Ha Lonn
ミシャル・ハ・ルン
Maiyu Sukat
メイユ・スカ
Fatima Linsaz
ファティマ・リンザ
Fatima Kyo
ファティマ・京
Malakhov
マラーホフ
Fadeyetchev
ファジーチェフ
Grigorovich
グリゴローヴィチ
Belyaevsky
ベリヤエフスキ
Fatima Ochestro
ファティマ・オキストロ

Di-Barrow
ディ・バロー

Fatima Parthenon
ファティマ・パルテノ

“Schaft” Bugle dé Leizer
“シャフト” バーグル・デ・ライシァー

Piper
パイパー

Lachesis
ラキシス

Sarion
サリオン・イイ

“Python” Adrien Targ
“パイソン” エイドリアン・ターク

Mell Zoom Wonter
メル・ズーム・ウォンター

Spark/Picking Harris
スパーク／ピッキング・ハリス

Fatima Build
ファティマ・ビルド

Dis Bosjathfort
ディス・ボスヤスフォート

Fatima Kclappa
ファティマ・クラッパ

Spector
スペクター

Fatima Portar
ファティマ・ポーター

Mell, Satcher Screach
メル・サッチャー・スクリーク

Dougeran Roth
ダグエラン・ルス

Hind Kill
ハインド・キル

Falk Jugendlich Rogner
F・U・ログナー

Velvet Weiszmel
ベルベット・ワイズメル

Fatima Queen
ファティマ・クーン

Fatima Clotho
ファティマ・クローソー

Roretta Randers
ロレッタ・ランダース

Way Rouath
ウェイ・ルース

Upizona Bardenberg
ウピゾナ・バーデンバーグ

Fatima Megaira
ファティマ・メガエラ

Ladios Sopp’
レディオス・ソープ・ダッシュ

Fatima Ietta
ファティマ・イエッタ

Alert Lie Ex Henschel Atwight
アラート・リィ・エックス・ヘンシェル・アトワイト

Amaterasu no Mikado
アマテラスのミカド

Fatima Ikaros
ファティマ・イカロス

Colus VI (Label Judah)
コーラス6世（ラベル・ジューダ）

Fatima Delta Belun
ファティマ・デルタベルン

Upandra Lime
ユーパンドラ・ライム

N·E·I·N
ナ・イ・ン

L.E.D. Dragon
L.E.D.ドラゴン

Earth Dragon
アースドラゴン

Feather Dragon
フェザードラゴン

Jet Dragon
ジェットドラゴン

Thunder Dragon
サンダードラゴン

Fatima the Focuslight
ファティマ・ザ・フォーカスライト

Fatima Est
ファティマ・エスト

Mondo Hotas
モンド・ホータス

MORTAR HEADD, SHIP & VEHICLE

Blood Temple
ブラッド・テンプル

Vai-O-La
バイオラ

Blue Armor
青騎士

Terror Mirage
テロル・ミラージュ

Schpertor K.O.G.
シュペルター・K.O.G.

Zakker
ザカー

Apache
アパッチ

Jagd Mirage Green Left
ヤクト・ミラージュ・グリーンレフト

Jagd Mirage Orange Right
ヤクト・ミラージュ・オレンジライト

Jünchoon
ジュノーン

Knight of Gold A-T
ナイト・オブ・ゴールド・A-T

Speed Mirage Wunder Schätze
スピード・ミラージュ・ヴンダーシェッツェ

Speed Mirage Wolke Schätze Stage 3
スピード・ミラージュ ヴォルケシェッツェ・ステージ3

The Will
次元航行移動戦闘コロニー ザ・ウィル

U-XXX “Whale” (Mirr)
天照家高速巡洋艦 “ホエール” （ミル）

U-XXI “Macropharynx”
U-21型機動戦艦 “マクロファリンクス”

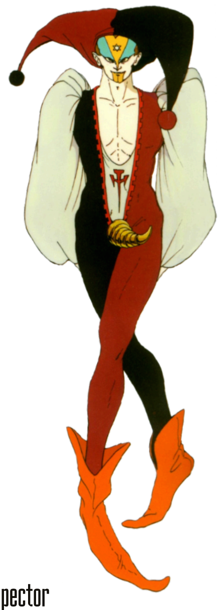
U-XVII (Golden Eye)
A.K.D.宇宙軍主力戦艦U-17（ゴールデンアイ）

Floating Battle Tank E-75
空中戦車E-75

V-4 Ride Fighter “Prowler”
騎行戦闘機V-4 “プローラ”

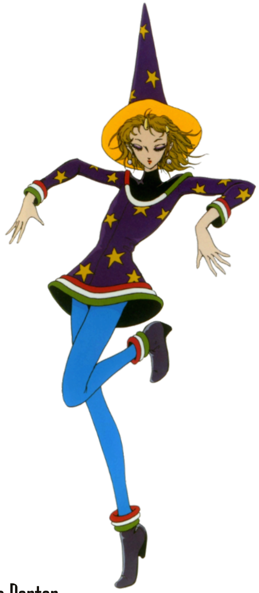
Transport Dig Gz-13
装甲兵員輸送ディグGz-13

MC-108 “Panna Cotta”
強襲上陸艇MC-108 “パンナコッタ”



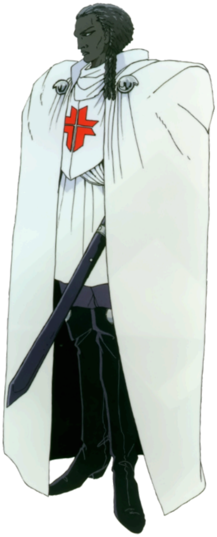
Spector

The Jester of Float Temple. He is the only individual permitted to openly mock Amaterasu within the confines of the Float Temple. He holds the title of Mirage Knight—a symbol of supreme authority—yet the reasons behind his being bestowed with such an honor remain a mystery.



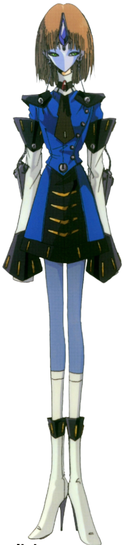
Fatima Portar

Dr. Morard's Fatima—Spector's partner. It remains a mystery why Portar would attach herself to such a useless individual, though it is likely due to the severe cerebral damage she sustained in a previous battle. She is even permitted to dress in a manner that blatantly disregards the laws of the Star Cluster.



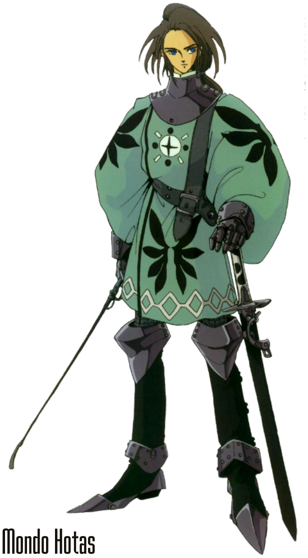
Voguen de Leibach

A Knight of the A.K.D. Imperial Order of GOHDS. In the year 2992, stationed at Wandle Seek on the planet Böth, he—along with two subordinate Knights—was among the first to deploy to the combat zone against Sibyl. However, they suffered a crushing defeat at the hands of the Pied Piper. Thanks to Aisha's timely intervention, they narrowly escaped total annihilation.



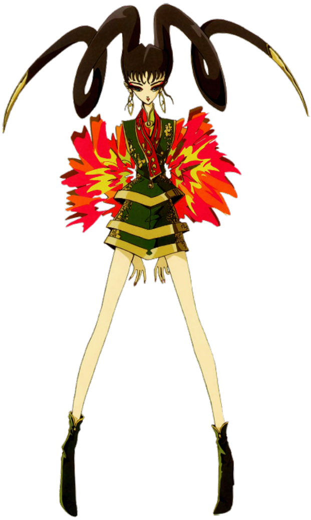
Fatima the Focuslight

Created in 2310 by Dr. Lithium Balance, she is one of the first bio-computers of the cluster, the so-called "4 Fatis." Her partner is the sword saint Nakandra Swans.



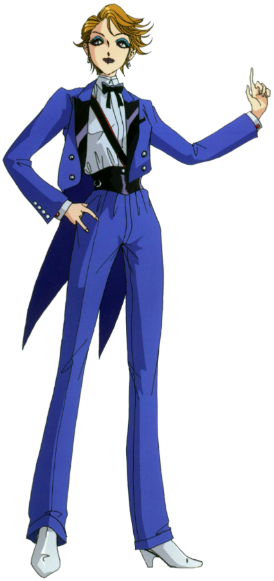
Mondo Hotas

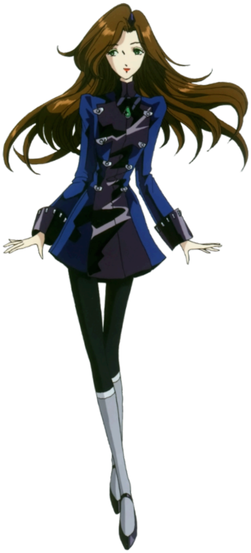
In the year 18097, Jüno, a Dragon Knight of the Kingdom of Rule on the continent of Seikou Resis. Acting under the orders of the Sun King, he is in pursuit of the psychokineticist Brapa. His young fiancée has also been abducted by Brapa. He wields the Relic Sword "Kokuyōban" and rides the dragon Siren.

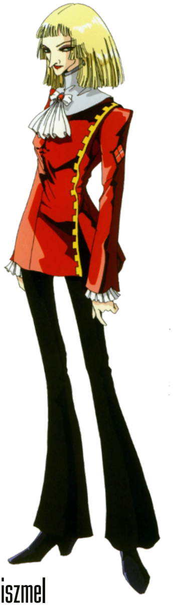


N·E·I·N

The greatest and most powerful of all Diver Forces in history. The Empress of the Super Empire—the very individual who created the Knights and the Divers. After returning from Buster, a planet of Stant, for the first time in 3,000 years, she laid to rest the Super Empire's dark legacy before departing once again for parts unknown.







Upizona Bardenherg

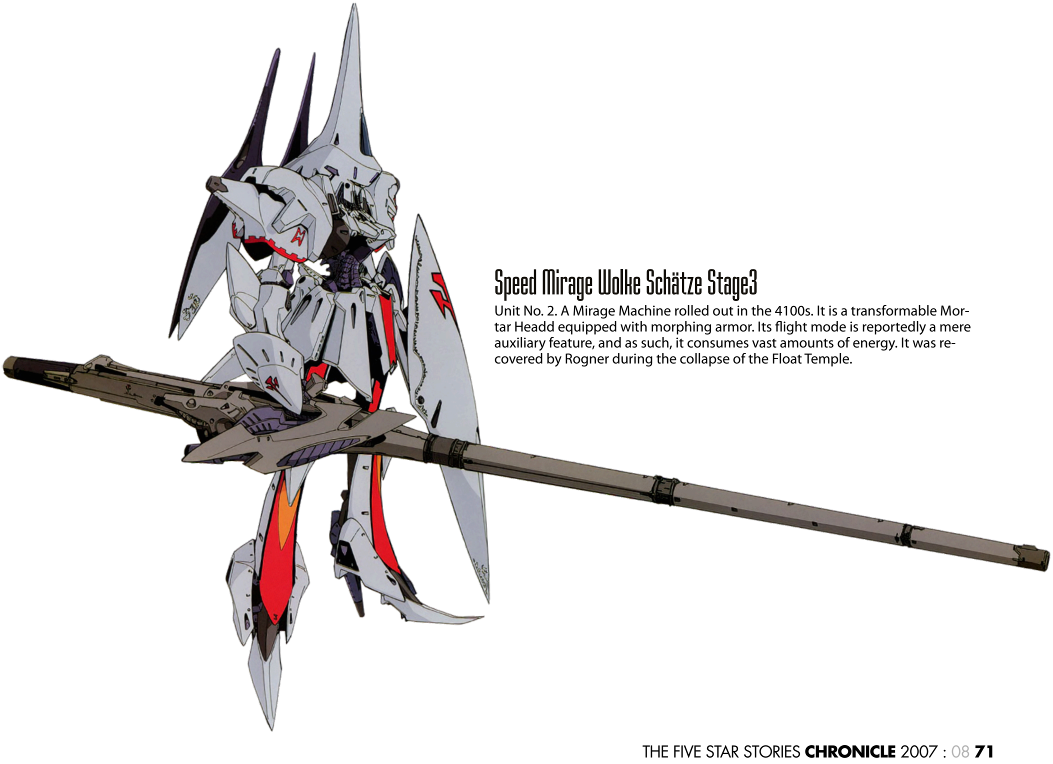
One of the final members of the Mirage Knights. She facilitated the escape of Loretta Randers and Way Rouath from the collapsing Float Temple. Although she typically presents herself as a beautiful woman in male attire, she occasionally reveals a more feminine side when in the presence of Rogner. Her partner is Megaira.

Fatima Megaira

The 40th Ballanche Fatima. Throughout the 41st century, she serves as a partner to Upizona. Was it destiny that, in the year 4100 of the Star Cluster Calendar—during the escape from the Float Temple—she would encounter the last descendant of her former master, Mission Rouath?

Velvet Weiszmel

He joined the order in the 3200s of the Cluster Calendar as the left-wing Mirage No. 22. He is the son of the Mad Knight Décors Weiszmel and the Mirage Knight Spark. During the Cluster-wide campaigns, he pilots the Jagd Mirage Green alongside Parthenon. His loyalty to Lachesis appears to be of a singular nature.

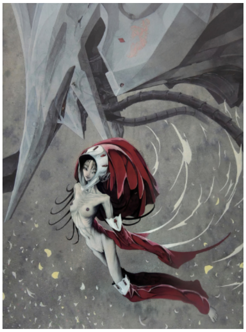


Speed Mirage Wolke Schätze Stage3

Unit No. 2. A Mirage Machine rolled out in the 4100s. It is a transformable Mortar Headd equipped with morphing armor. Its flight mode is reportedly a mere auxiliary feature, and as such, it consumes vast amounts of energy. It was recovered by Rogner during the collapse of the Float Temple.

The Five Star Stories CHARACTERS #9

FSS#9:PUZZLED RIB



The Knight and the Fatima...
The Truth Behind Their Slumbering Past!

●The first segment of Episode 5—which consists of multiple vignettes—opens abruptly in the year 18097 of the Stellar Era. Two Knights, Mondo Hotas and Banchrotte Borishoi NaphManca, slay a monster known as a "Fatima," created by the alchemist Brapa Quriga. Returning to the year 2995, Sharie Randers renounces her title as a Knight—along with her right arm—and withdraws from the Mirage. Mishalu Ha Lonn settles his long-standing score with Python. The timeline winds back even further, to the Kallamity of the AD era. Ned Swans—the last knight of the Super Empire—is entrusted to the care of the Focuslight Emperor by the Flame Empress, who has returned to the Star Cluster. Then, 4,616 years later—in the Star Cluster Year 2997. InterCity—one of the very first Fatimas born in the Star Cluster—passed away of old age, watched over by a multitude of witnesses including Empress and Kormals Bybroth. Jabo Beat left behind the twins Magdall and Depre—her children with Dougulus Kaien—but was subsequently killed at Kastepo after encountering Bosjathfort. Inheriting Jabo's dying wish, Kaien became Needle Silvis to protect Emperor Mugumica of A-Toll.

●**The Five Star Stories, Vol. 9**
Contains chapters originally serialized in the July 1997 through June 1998 issues of **Newtype** magazine.

CHARACTER

Mondo Hotas
モンド・ホータス

Siren
サイレン

Banchrotte Borishoi NaphManca
バナロッテ・ボリショイ・ナフマーニャ

Dagshida
ダグシダー

Suezou
すえぞう

Brapa Quriga
ブラパ・クルガ

Morard Carbyte
モラード・カーバイト

Fatima Build
ファティマ・ビルド

Aisha Cordante
アイシャ・コーダンテ

Fatima Tower
ファティマ・タワー

L.E.D. Dragon
L.E.D.ドラゴン

Trao Ballanka
トラーオ・バランカ

Colus IV
コーラス4世

Palu Suyene
パルゥ・スウェイン

Ding Baia/Gong Pan Si Ma
ティン・バイア／クー・ファン・シーマ

Amaterasu no Mikado
アマテラスのミカド

Sharie Randers Krötenschwanz
シャーリィ・ランダース

Colus VI (Label Judah)
コーラス6世（ラベル・ジューダ）

Daizina Meistner (Daizina Fleat)
ディジナ・マイスナー（デイジナ・フレット）

Roretta Randers
ロレッタ・ランダース

Fatima Clotho
ファティマ・クローソー

Mishalu Ha Lonn
ミシャル・ハ・ルン

"Python" Adrien Targ
"パイソン" エイドリアン・ターク

Falk Jugendlich Rogner
F・U・ログナー

Sarion
サリオン・イイ

Ned Swans
ネッド・スバース

Demilight Basha
デミライト・バーシャ

N·E·I·N
ナ・イ・ン

Jo Taiin
ヨー・タイイン

Die Katze
ディー・カッツエー

Syuukoutei/Focuslight
収光帝／フォーカスライト

The Empress of Flame/Fire Witch
炎の女皇帝

Fatima Halper (the InterCity)
ファティマ・ハルペル（ジ・インタシティ）

Edacuda A-Toll
エダクダ・アトール

Ruzangi A-Toll
ルザンギ・アトール

Zikizidi A-Toll
ジキジディ・アトール

Borusa Basco A-Toll
ボルサ・バスコ・アトール

Natrium Funfuto A-Toll
ナトリウム・フンフト・アトール

Mugumica Rao Collet A-Toll
ムグミカ・ラオ・コレット・アトール

Mikel Joy Gira
マイケル・ジョーイ・ギラ

Jabo Beat
ヤーボ・ビート

Magdall A-Toll
マグダル・アトール

Depre Zen A-Toll/Depresser Beat
デプレ・ツェン・アトール／デプレッサー・ビート

Prince Amaterasu
プリンス・アマテラス

Dis Bosiathfort
ディス・ボスヤスフォート

Voards Viewlard
ボード・ヴュラード

Meeth Silver Ballanche
ミース・シルバー・バランシェ

Fatima Concord
ファティマ・コンコード

Fatima Megaira
ファティマ・メガエラ

Duke Vizantins
デューク・ビザンチン

Fatima the Focuslight
ファティマ・ザ・フォーカスライト

Fatima the S.S.L.
ファティマ・ザ・S.S.L.

Fatima the Neeb
ファティマ・ザ・ニーブ

Jester Rouath
ジェスター・ルース

Lader VI
レーダー6世

Suijata Rouath
スジャータ・ルース

Luviel Lays
ルビール・レイス

Reef
リーフ

Chartie Wood
チャーティ・ウッド

Chrome Ballanche
クローム・バランシェ

Fatima Tendroth
ファティマ・テンドロス

Sapa
サーパ

Lotus Balounga
ロータス・バルンガ

Ganja Volts
ゲンジャ・ボルツ

Fatima Spalituda
ファティマ・スパリチューダ

Vector Akagi
ベクター・赤城

Wandam Harrer
ワンダン・ハレー

Fatima Asia
ファティマ・エイジア

Fatima Pola
ファティマ・ポーラ

Fatima Scrape
ファティマ・スクラープ

Joegeo Spantousen
ジョルジュ・スパンタウゼン

John Weinzel
ヨーン・バインツエル

Fatima Spaluta
ファティマ・スパルタ

Fatima Shelasta
ファティマ・シェラスタ

Bijotorn Corlala
ビョトン・コーララ

Poesche Nomean
ポエシェ・ノーミン

Mell, Rince Usare Tama
メル・リンス・ウザーレ・ターマ

Dougulus Kaien
ダグラス・カイエン

Rao Collet Corre XVI
ラオ・コレット・クルール16世

Fatima Auxo
ファティマ・アウクソー

Earth Dragon
アースドラゴン

Feather Dragon
フェザードラコン

Jet Dragon
ジェットドラゴン

Thunder Dragon
サンダードラゴン

I, Yarnn Vatshu Kastenpo
イ・ヤーン・バッシュ・カステポー

Assaram Skins
アサラム・スキーンズ

Fatima Queen
ファティマ・クーン

MORTAR HEADD, SHIP & VEHICLE

A-Toll Embriyo
A・トール・エンブリヨ

A-Toll Silver
A・トール・シルバー

Bang Doll
破裂の人形

Auge Arsculs
オージェ・アルスキュル

A-Toll Scritti
A・トール・スクリティ

The Empress
ジ・エンプレス

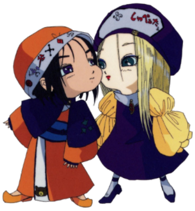
Kormals Bybroth
クルマルス・ビブロス

Jelldimian
ジェルデミア

Machine Messiah Yen-Xing
マシンメサイア・エンシー（焔星）

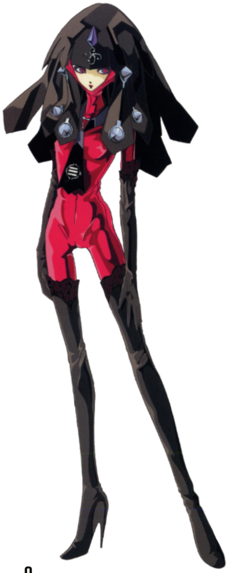
Xing
焔星緋帝母艦・星

Wharith
ワリス



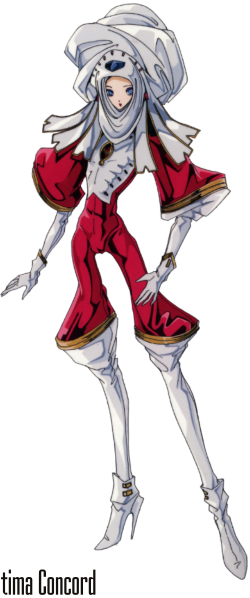
Magdall & Depre A-Toll

The New "Strongest Crushers in the Star Cluster." They are a vicious duo consisting of an older sister whose cries can paralyze people, and a younger brother whose brute strength makes even Concord tremble. However, they remain docile in the presence of their godmother, Mugumica. Due to their lineage as descendants of the Fatima Queen, their physical growth is exceptionally slow.



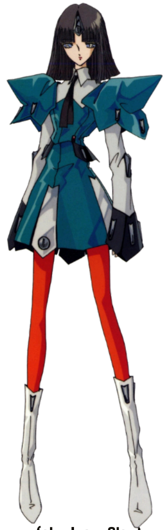
Fatima Auxo

He enters Hathuha in the company of Kaien, who has become the realm's Head Knight. He is imprinted with the informational data of The Focuslight—the very first Fatima in the Star Cluster. Possessing the same biological structure as a dragon, he is capable of fully regenerating his memories and abilities from even a single cell.



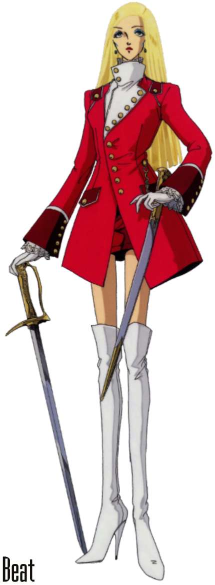
Fatima Concord

She pilots the Empress—a machine entrusted to her by Mugumica—alongside her Master, Jabo. In the main storyline, she was the very first character to appear clad in a Plastic Suit. Following Jabo's death, she fights in the Great Magic War as Depre's partner.



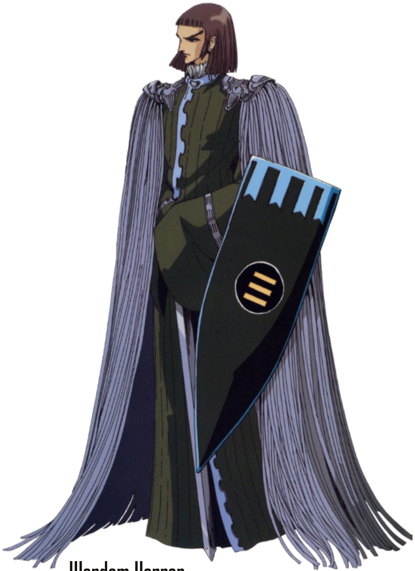
Fatima Harper (the InterCity)

Harrer's partner. Although she was thought to be factory-made, she is actually one of the first Fatimas created in the Star Cluster, the InterCity. She hid her true identity, hoping to spend his last days with the knight. She will pass away at the end of her life in 2997.



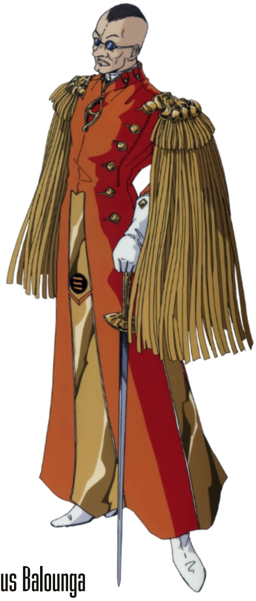
Jabo Beat

A knight who was fired from the A'p Knights for his bad behavior. She has twin children with the swordsman Douglas Kaien. Although she had her knighthood taken away, she went to the planet Addler as Needle Silvis on Mugumica's orders. Immediately after that, she had the misfortune of encountering Bosjathfort.



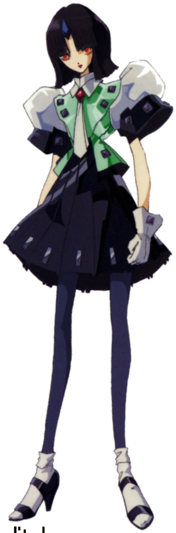
Wandam Harrer

A knight of the A'p Knights' Engineer Unit. Concerned about the poor health of his longtime companion, Fatima Harper, he escapes and heads to see Dr. Morard. After the death of his partner, he temporarily ceases to be a knight, but returns with the start of the Great Magic War.



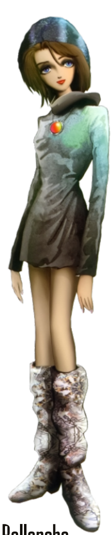
Lotus Balounga

A famous commander who leads the A'p Knights Scritti unit of the United Republic of Hathuha. Despite his reputation as a "cleaner," he is highly popular due to his loyalty to the royal family and his consideration for his subordinates. He is backed by Arr, the princess of the Melody family. After the fall of Hathhant in 3030, he held the important positions of Hathuha military commander and chief of staff.



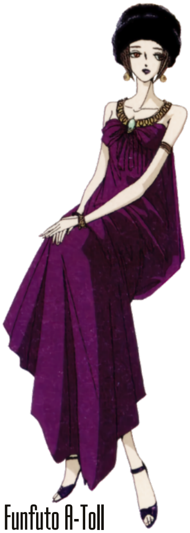
Fatima Spalituda

Dr. Ballanche's 28th Fatima. Her partner is Lotus Balounga. She has specialized computing power and is excellent at predicting battles. Participated in the subjugation of Wandam Harrer in 2997 and witnessed the final moments of InterCity.



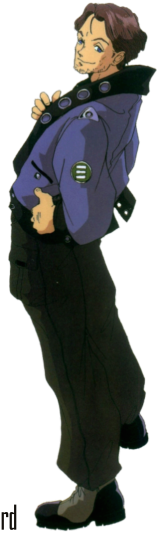
Meet Silver Ballanche

In the year 2989, orphaned in the Tsaihai Autonomous Region of Böth, she was taken in by A-T; however, following the destruction of her village, she became Dr. Ballanche's adopted daughter through Kaien's introduction. Once her talent as a Meight was discovered, she went on to inherit both the "Maximum" program and the Ballanche name. She is the mother of Maximum, the Sword Saint.



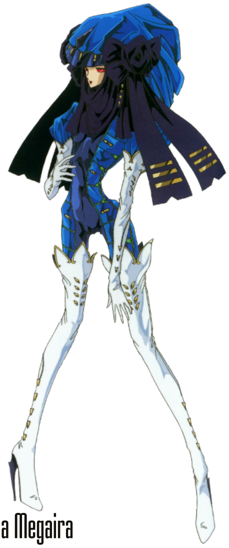
Natrium Funfuto A-Toll

The previous Emperor of A-Toll. Through an illicit affair with Piano Melody of the Colus Royal Family, she gave birth to Sakurako. Consequently, she lost both her powers as a Diver and the throne of the A-Toll Emperor. In the year 3030, following the fall of Hathuha, she was reinstated as the Emperor of A-Toll by order of the Flame Empress and, accompanied by the Earth Dragon, set her sights on the Imperial Capital, Rahn.



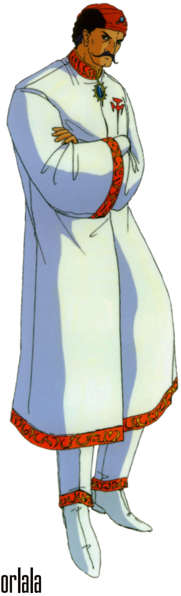
Voards Viewlard

An Inspector for the SPI Federal Public Security Knights of the Trün Federation. It appears to be already a matter of common knowledge that he is, in fact, the President of the Trün Federal Republic. He is an exceptional knight, inheriting the lineage of pure-blooded knights tracing back to Nakandra Swans.



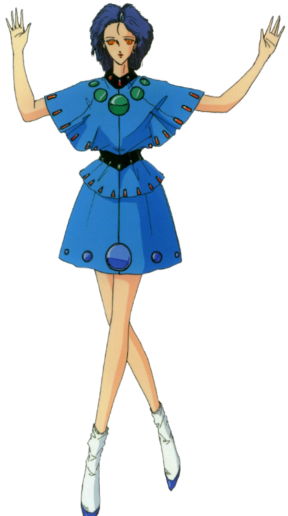
Fatima Megaira

Ballanche's 40th Fatima. Unveiled in the year 2974, she was unofficially assigned to Mission Rouath, President of the Trün Federation. She typically operates under the alias "Merukura." In the 4100s, she served as the partner of Upizona Bardenberg.



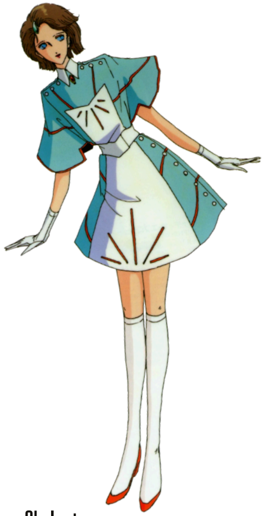
Bijotorn Corlala

A knight hailing from the nation of Kelta on Böth. A second-generation member of the Mirage Knights, he also possesses a second identity as a capable statesman responsible for the internal affairs of the A.K.D. In the year 2997, he engaged in combat with Bosjathfort in Vaki City, Kastepo, where he lost his life.



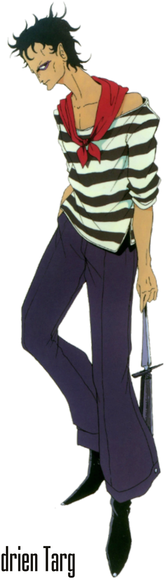
Fatima Spaluta

A partner of Bijotorn dating back to her time with the Kelta Order. A creation of Dr. Morard. Her whereabouts following the loss of Bijotorn in Vaki City remain unknown.



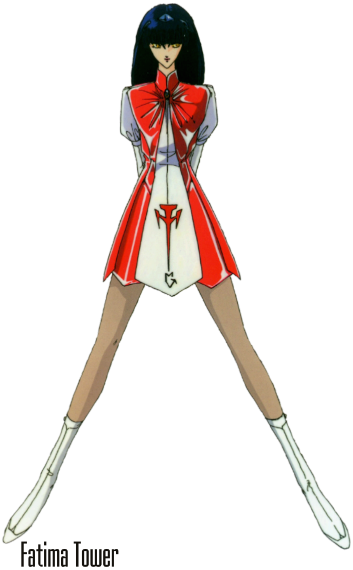
Fatima Shelasta

Poesche Nomean's partner. As is typical of a Fatima created by Dr. Corks, she is charming. Her whereabouts following the loss of Poesche in Vaki City in the year 2997 remain unknown.



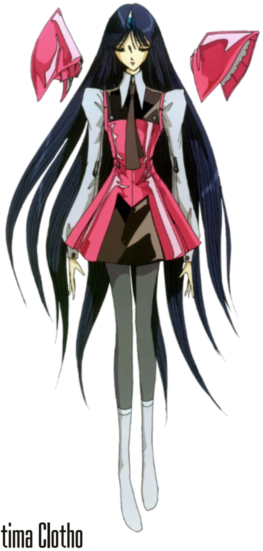
"Python" Adrien Targ

Once an assassin who plotted to kill Amaterasu, this encounter ultimately led to his recruitment into Mirage. He participated in the rebellion of 2992, where he outmaneuvered Lonn; however, upon the sudden appearance of Kaien, Python was forced to make a hasty retreat. He met his end in 2995 during a duel against Lonn—who was burning with a desire for revenge.



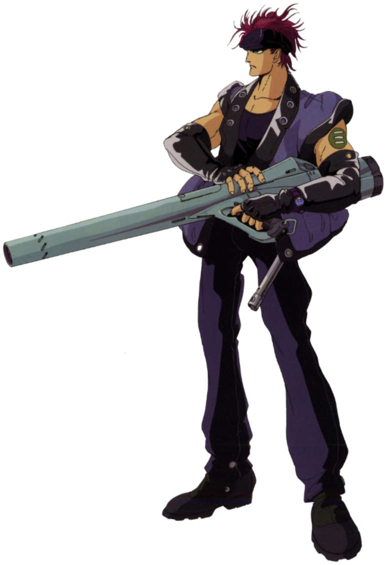
Fatima Tower

Mirage Knight No. 36 pilots the Goat Mirage. Yet, in truth, this Knight is none other than Dr. Morard's magnum opus: a Fatima. She was commissioned by Princess Mugumica to serve as the exclusive partner to the Empress. Her encounter with Lachesis in the year 2989 served as the catalyst that inspired Dr. Morard to create her.



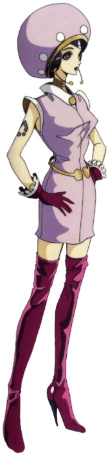
Fatima Clotho

The youngest of the three Goddesses of Fate. She is Dr. Ballanche's 45th Fatima. Possessing the greatest power in the Star Cluster, she remains dormant as a spiritual entity within Jüno until the partner she truly seeks—Colus XXVI—finally appears.



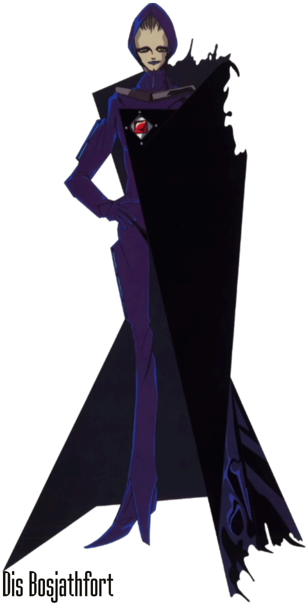
Ned Swans

The last pure-blooded Knight of the Super Empire. Following the Empire's demise, he was subjected to a cycle of freezing and reawakening, serving merely as a weapon for those in power. In AD 8383, acting on the orders of the Sun King, he infiltrated the nation of Spatular; there, however, he encountered the Flame Empress—who had since returned to the Star Cluster—and was subsequently entrusted to the care of Focuslight of the Amaterasu lineage.



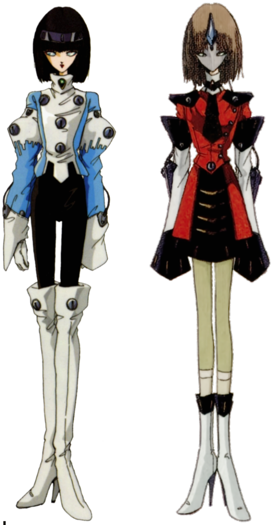
Demilight Vatsher

A Demilight (artificial life-form) dispatched by the Sun King to serve as an assistant to Ned Swans. She was killed during an attack launched by the Public Security forces sent by Jo Taiin. Her name was later inherited by the black-clad Fatima who would come to govern the city of Kastepo.



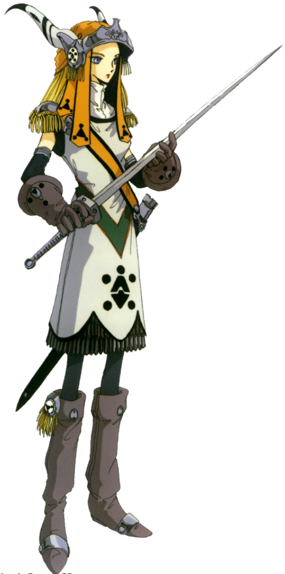
Dis Bosjathfort

The Emperor of the Bachtgma Magic Empire. He is a Super-Sorcerer said to have inherited a lineage tracing back to the Ancient Super-Empire. In the year 2121, he picked a fight with the A.K.D. but was defeated by a young Amaterasu. After wandering the city as a malevolent spirit for 871 years, he was resurrected in 2997 by the Water of Life. He is also a highly capable administrator, distinguished by his political acumen and his profound understanding of the hearts of the people.



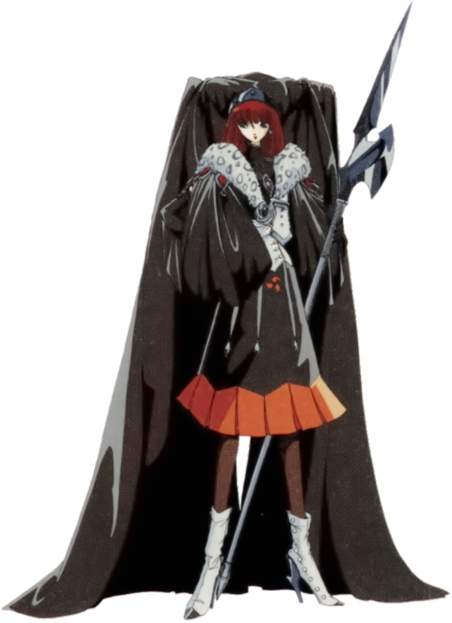
Fatima the S.S.L.

She is one of the four Fatimas created by Lithium Balance—the very first to be born in the Star Cluster. Completed in the form of a girl aged 13 or 14, she served under multiple knights; however, following the revision of the Star Cluster Laws, she came to serve as the partner of the Sun King, Lader VI.



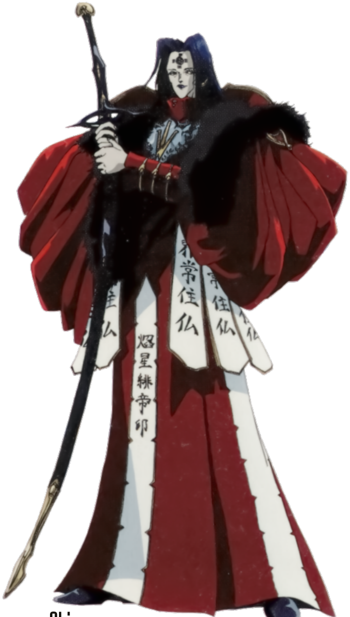
Banchrotte Borishoi NaphManca

In the year 18097 of the Star Cluster Calendar, Greif Silvis—Princess of the Kingdom of G Borishoi and bearer of the name Violet Silvis—is a Pegasus Knight. While on a journey to avenge her younger brother, who was slain by the psychokineticist Brapa Quriga, she encounters Mondo Hotas, a Knight of Rule.



I, Yarnn Vatshu Kastepo

The Commander of the Black Knights of the Super Empire Imperial Corps. In an attempt to halt the all-out war between the Imperial Corps and the Dragons, she stood alone in the path of the advancing Imperial forces. She was carrying the child of her beloved—the Sword Saint Skins—and her genetic legacy would subsequently be passed down through Ballanche's Fatimas and the Pureblood Knights.

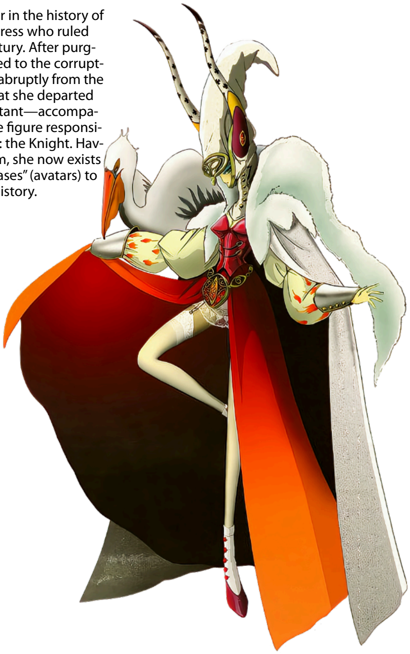


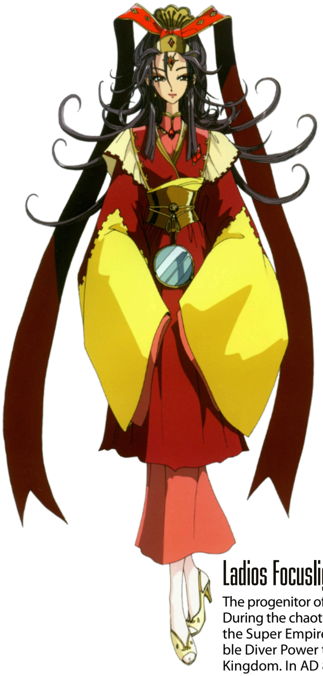
Assaram Skins

The Head Knight of the Flame Star Imperial Guard—based on the Super Empire's home world—and a Sword Saint who wields the Kaen Sword. Following Princess Yarnn Vatshu's rebellion against the Super Empire, he defected from the Imperial Guard to become Princess Yarnn's personal knight.

The Empress of Flame/Fire Witch

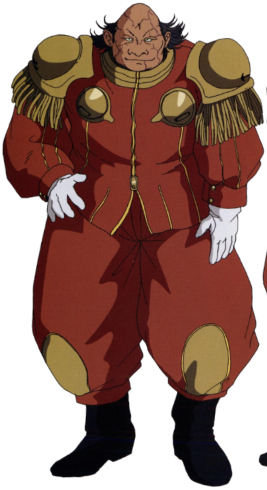
The greatest and most powerful Diver in the history of the Star Cluster—the legendary Empress who ruled the Super Empire during the AD Century. After purging the emperors who had succumbed to the corrupting influence of power, she vanished abruptly from the annals of the Star Cluster. It is said that she departed for Buster—a satellite of the planet Stant—accompanied by her Imperial Guard. She is the figure responsible for creating the ultimate weapon: the Knight. Having since abandoned her human form, she now exists as a "Photon Crystal," dispatching "aliases" (avatars) to observe the unfolding trajectory of history.

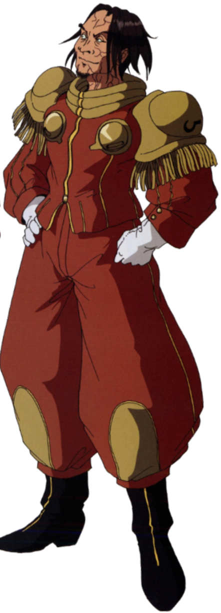




Ladios Focuslight/Syuukoutei

The progenitor of the Amaterasu lineage and the First Empress. During the chaotic twilight of the AD Century—a time when the Super Empire lay sealed away—she utilized her formidable Diver Power to firmly solidify the hegemony of the Grees Kingdom. In AD 8383, while returning to Grees following a diplomatic mission to Eins, she was entrusted with the Knight Swans and a Daughter Chip by the Flame Empress.



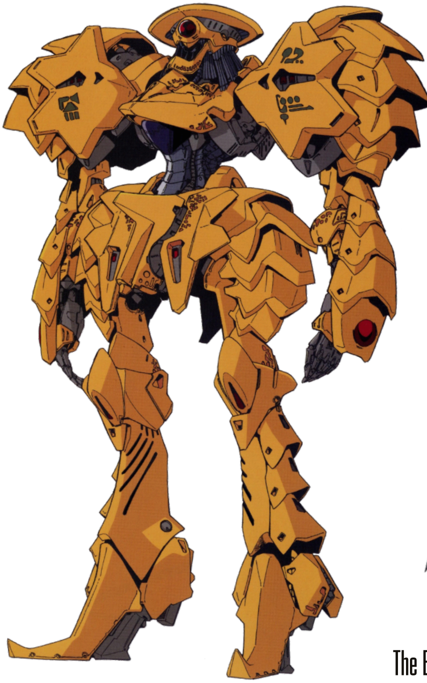


Ganja Volts

A knight of the A'p Knights Scritti unit of the Hathuha United Republic. During the fall of Hathuha in the year 3030, she escorted Magdall and Depre during their escape. She was appointed as an aide to Princess Arr by order of Chief of Staff Balounga. Her partner is Pola.

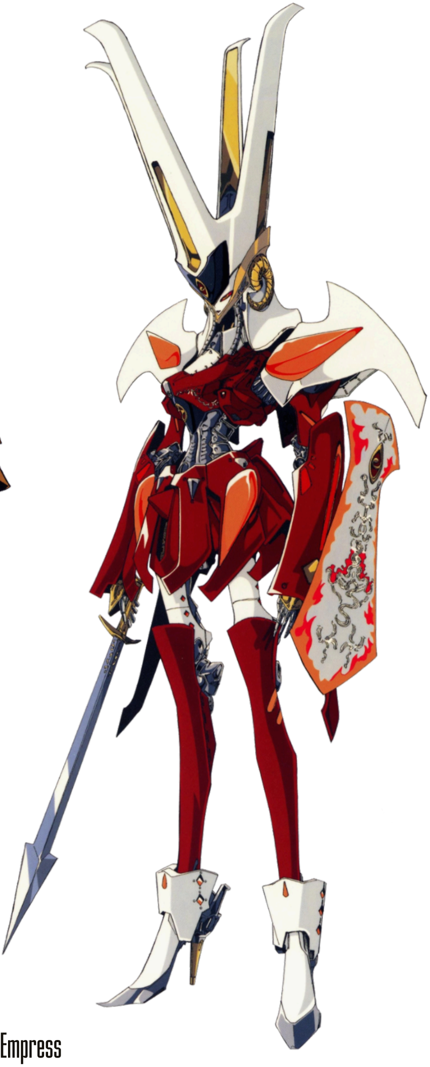
Vector Akagi

A knight of the A'p Knights Scritti unit of the Hathuha United Republic. When the group was attacked by the Bugla Knights while traveling to Nakakara after escaping Hathuha, he—along with Ganja—risked his life to protect Arr. He is a sentimental and romantic soul. His partner is Asia.



A-Toll Scritti

An MH used by the Scritti-Politi squad of the Hathuha Police Knights. Its disc-shaped crown is designed to optimize the performance of its 3D scanner, and it features a style—including flexible external armor—that differs completely from other A-Toll models.



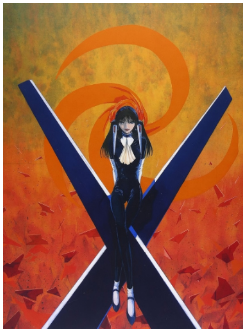
The Empress

An MH crafted by Jebbia Corter for Emperor A-Toll. It boasts a beautiful form said to be inspired by the Flame Empress. The energy output from its incredibly temperamental engine is immense; the discharge of excess energy creates the appearance of the machine being wreathed in flames.

The Five Star Stories

CHARACTERS #10

FSS#10:CROSSING DECOY



The Destiny of the Knight—the Inexorable Karma of the Fatima: Fiercely Beautiful, Infinitely Compassionate and Cruelly Brutal.

●With an era of great upheaval looming just ahead, an air of unease hangs over the Joker Star Cluster. On Fillmore, Christine—daughter of Barbaluse V—resolves to become a Silvis in atonement for the crime of murder. Meanwhile, on Kastepo, the young Jaquous and Juzotta engage in a spectacular battle against Senkoukei Tomoe, who has become a ninja of Bachtgma. Observing this were Diamond Neutral and Kyoroki. John Weinzel—a runaway youth—encounters Basha, the "Goddess of Black Death" who roams the wilderness of Kastepo, and through his encounters with various knights, he begins to mature. However, with the emergence of Décors Weiszmel, Basha awakens "Est" and departs from John's side. Having earned the title of Highlander, Christine joins forces with Juzotta to battle Dougulus Kaien. Despite sustaining severe injuries, the pair survives and receives the title of Heavenly Rank from Ena. At this juncture, Episode 8 intervenes, and during the Amaterasu ceremony, the L.E.D. Mirage and others are officially unveiled. Three years later, the Mirage Knights come under attack by Bosjathfort, Beauty Peel, and Décors, leaving them in a state of total devastation.

●**The Five Star Stories, Vol. 10**
Contains chapters originally published in the monthly magazine **Newtype** from the January 1999 issue through the April 2000 issue.

CHARACTER

Ian König	イアン・ケーニヒ
Fatima Ochestro	ファティマ・オキストロ
Blreno Canzian	ブルーノ・カンツィアン
Fatima Parasha	ファティマ・パラーシャ
Christine V	クリスティン・ビィ
Fatima Machi	ファティマ・町
Barbaluse V	バーバリュース・ビィ
Lader VIII	ドル・パーマネント・レーダー8世
Viorate Tryton	ビオレート・トライトン
Brauma Ik	ブラウマ・イク
Abien Hietsai	アビエン・ヒートサイ
Steel Koop	スティール・クープ
Sharps	ルーテン・シャープス
Do La Fillmore	ド・ラ・フィルモア
Iemarah Lout Jajas	イマラ・ロウト・ジャジャス
Jaquous Quo'n Hash	ジャコー・クォン・ハッシュ
Mamadoa Juzotta	ママドア・ユーゾッタ
Unryu no Kesagi	雲竜のケサギ
Senkoukei Tomoe	泉興京巴
Olkaon Harris	オルカオン・ハリス
Fatima Aurora	ファティマ・オーロラ
Diamond Neutral	ダイアモンド・ニュートラル
Kyoroki	峡楼姫
Allen Braford	アーレン・ブラフォード
Taizen Suzuka	泰千錫華
Fatima Sarome	ファティマ・サロメ
Fatima Calliope 002	ファティマ・カリオペー002
Fatima Queen	ファティマ・クーン
Spark/Picking Harris	スパーク／ピッキング・ハリス
Lachesis	ラキシス
Amaterasu no Mikado	アマテラスのミカド
Fatima Kyo	ファティマ・京
John Weinzel	ヨーン・バインツェル
Fatima Palsuet	ファティマ・パルスエット
Qukey Zanda Ritsuko	キュキィ・残田・理津子
Fatima Basha	ファティマ・バーシャ
Aio Rane	アイオ・レーン
Fatima Toki	ファティマ・時
Ena Dai Gu Fillmore	慧茄・ダイ・グ・フィルモア
Natrium Xing Sakurako	ナトリウム・シング・桜子
Suezou	すえぞう
Jet Dragon	ジェットドラゴン

AT Lime (Fatima Atropos)
AT・ライム （ファティマ・アトロポス）

Muse van Reyback
ミューズ・ヴァン・レイバック

Fatima Auxo
ファティマ・アウクソー

Dougulus Kaien
ダグラス・カイエン

Fatima Ssizz
ファティマ・静

Morard Carbyte
モラード・カーバイト

Rowmiran Xbin
ルミラン・クロスビン

Fatima Est
ファティマ・エスト

Turri Peidoll
ツーリー・パイドル

Alcten Sayaste
アルテン・サヤステ

I, Yarnn Vatshu Kastenpo
イ・ヤーン・バッシュ・カステポー

Décors Weiszmel
デコース・ワイズメル

Joegeo Spantousen
ジョルジョ・スパンタウゼン

Agari no Kimi
東の君

Kamper La, Cierra
カンパー・ラ・シーラ

Nakandra Swans Faits
ナッカンドラ・スバース

Fatima the Focuslight
ファティマ・ザ・フォーカスライト

Duke Vizantins
デューク・ビザンチン

Fatima the InterCity
ファティマ・ザ・インタシティ

Heride Sayaste
ヘリデ・サヤステ

Fatima O'haine Flawless
ファティマ・オーハイネ・フローレス

Harricone Nedelnoide
ハリコン・ネーデルノイド

Fatima Optical Ty-Phon
ファティマ・オプチカル・タイ・フォン

Dimos Hiarak
ディモス・ハイアラキ

Fatima Candana
ファティマ・チャンダナ

Erniuth Dai Gu Fillmore V
エラニユース・ダイ・グ・フィルモア5

Ena Dai Gu Fillmore
慧茄・ダイ・グ・フィルモア （お婆ちゃま）

Mismas Saolirena
ミマス・サオリレナ

Nio Hathler
ニオ・ハスラー

Series P. Panafrancis Cyan
シリーズ・シアン

Prisen Corks
プリズン・コークス

Mirage Fatima Garment Style
ミラージュファティマ・ガーメントスタイル

Majole Lebenheite
マヨール・レーベンハイト

Arr Fortissimo Melody 4
アルル・フォルティシモ・メロディ4

Spector
スペクター

Fatima Portar
ファティマ・ポーター

Leopard Chrysalis
レオパルト・クリサリス

Sanjo Kou
三条香

Fuse Curly/Spinner
ヒューズ・カーリー／スピナー

Sayly Colus
セイレイ・コーラス

Ikaruga Ouji
斑鳩王子

Bester "Close" Orbit
ベスター・ "クローズ" ・オービット

Muley Kinky
ミューリー・キンキー

Maizer Broze
メイザー・ブローズ

Stateballo Kiedia
ステートバルロ・カイダ

Lie Ex Henscel Atwight
リィ・エックス・アトワイト

Uratzen Sie
ウラッツェン・ジィ

Nu Sword Graphite
ヌー・ソード・グラファイト

Panard Lie Ex Atwight
パナール・リィ・エックス・アトワイト

Fatima Kale
ファティマ・カレ

Mell Zoom Wonter
メル・ズーム・ウォンター

Hind Kill
ハインド・キル

Beauty Peel
ビューティ・ペール

Loundwound Spacorn
ランドアンド・スパコーン

White Lynx
ホワイト・リンクス

Amaterasu no Mikoto
アマテラスのミコト

Mell, Rince Usare Tama
メル・リンス・ウザーレ・ターマ

Fatima Maja
ファティマ・マージャ

Ladios Sopp
レディオス・ソープ

Bit Maessen
ビット・マエッセン

Freez Cates
フリーズ・カッティス

Maximum Halt-Faits
マキシ

Mikel Joy Gira
マイケル・ジョーイ・ギラ

Haird Grover
ヘアード・グローバー

Ardeo Zniyatta
アード・ゼニヤッタ

Hinnei Mondatta
ヒン・モンダッタ

Maggey Corter
マギー・コーター

Meeth Silver Ballanche
ミース・シルバー・バランシェ

Chrome Ballanche
クローム・バランシェ

Depre Zen A-Toll/Depresser Beat
デプレ・ツェン・アトール （デプレッサー・ビート）

Magdall A-Toll
マグダル・アトール

Lotus Balounga
ロータス・バルンガ

Dougeran Roth
ダグエラン・ルス

Mell, Satcheir Screach
メル・サッチャー・スクリーク

Merca Roumors
メルカ・ルーモアーズ

Green Neper
グリーン・ネイパー

Fatima Diode
ファティマ・ダイオード

MORTAR HEADD, SHIP & VEHICLE

Loubgon
ルビコン

Arcanna Siren
アルカナ・サイレン

V=Siren103 "Neptune"
V・サイレン103・ネプチューン

Bang Doll
破烈の人形

Vatshu the Black Knight
バッシュ・ザ・ブラックナイト

Devouncha
デヴォンシャ

Siren F
サイレンF型

Siren B
サイレンB型

The Knight of Gold
ザ・ナイト・オブ・ゴールド

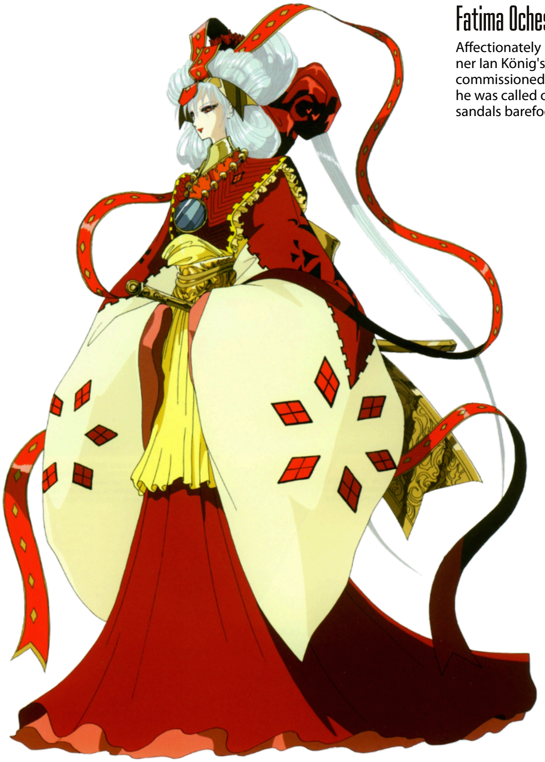
L.E.D. Mirage ver .3
L.E.D.ミラージュVer.3

Jagd Mirage Orange Right
ヤクト・ミラージュ・オレンジライト

Engage Octaver SR 1
エンゲージ・オクターバーSR1

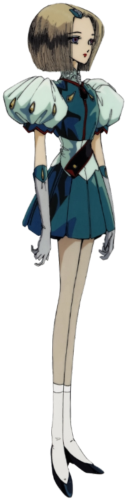
A-Toll SKS
A・トール・SKS

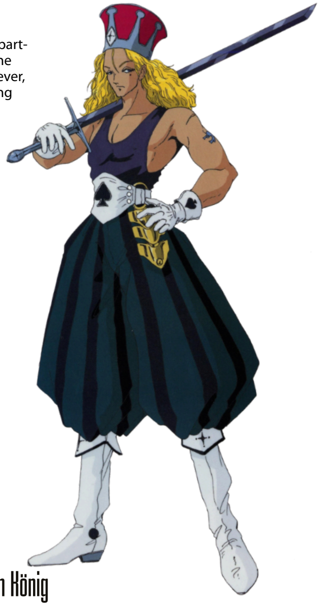
Machine Messiah AUGE
マシンメサイア・オージェ



Fatima Ochestro

Affectionately known as "Okky." Following his partner Ian König's return to the Fillmore Empire, he commissioned a brand-new Fatima Suit. However, he was called out by Blreno Canzian for wearing sandals barefoot.



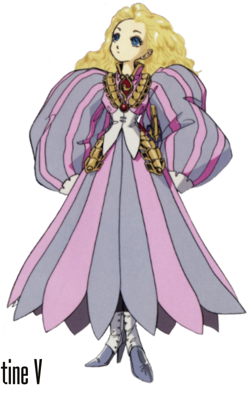


Ian König

Following the annihilation of the Pied Piper Knights, he returned to Neue Siltis with the assistance of Barbaluse V. He is a formidable Knight who pilots the Arcanna Siren Spade. Although his demeanor is lighthearted, his deeply compassionate nature remains unchanged.

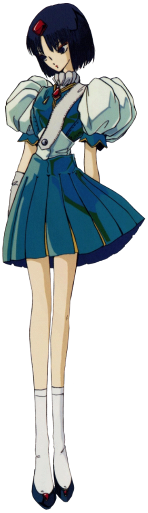
Amaterasu no Mikado

His formal name is Amaterasu: Dis Grand Eydas Grees Fourth—the God of Light. It remains a mystery why the Mikado—who had previously shown absolutely no interest in either the raid on the Float Temple of Bosjathfort or the Hathuha invasion by Bachtgma—suddenly decided to travel to Böth. The attire depicted here is the highest-ranking ceremonial formal wear.



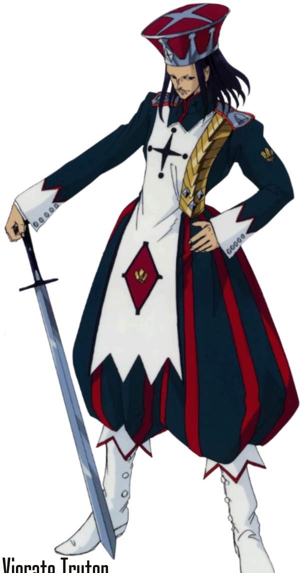
Christine V

The daughter of Barbaluse V, a Knight of the Fillmore Empire. After killing an upperclassman during her elementary school years, she was sentenced to dedicate her entire life to the Empire as a Silvis in atonement for her crime. Together with Juzotta—a fellow brawler she befriended at Bakinn-Rakkan—she received the title of "Ten'i" from Ena.



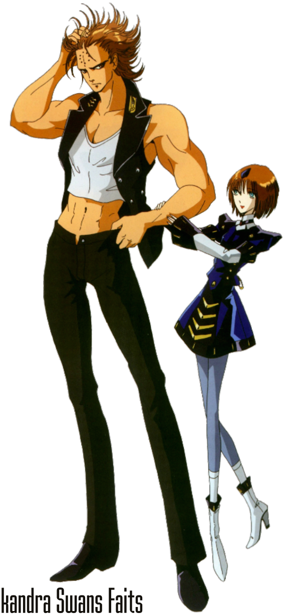
Fatima Machi

The 16th Ballanche Fatima. Her partner, Fillmore Knight Barbaluse V, took responsibility for a scandal and took his own life; his daughter, Christine, was subsequently appointed as her new Master. She instructs Christine on the ruthless unwritten laws of a Fatima, as well as the duties incumbent upon a Fillmore Knight.



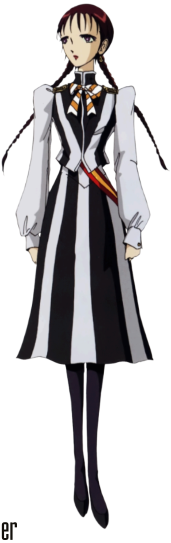
Viorate Tryton

Prince of the Lader royal family and one of the Arcana Knights. He was stationed in Bakinn-Rakkan under the orders of Lader VIII, but was asked by Keishu to protect Christine, so he returned home at his own discretion. He worries about young Christine and watches over her warmly.



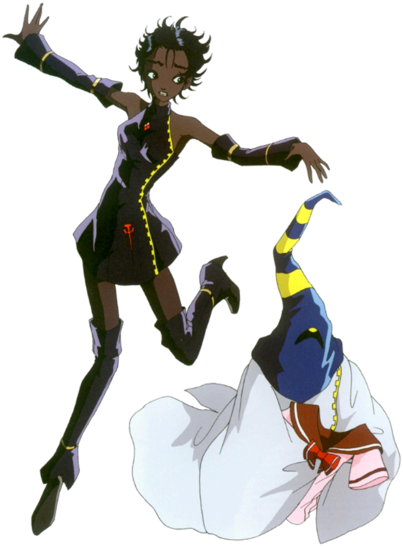
Nakandra Swans Faits

The last pure-blooded knight of the Super Empire. By the time he was created, the Flame Empress had left the Star Cluster, so she became involved in the chaos within the Star Cluster and led a tragic life. In 8383 AD, he met the Fiery Empress and was entrusted to her care by the Conquering Emperor.



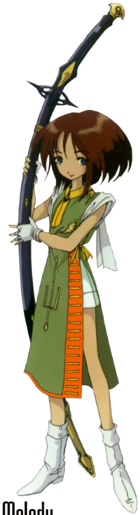
Nio Hathler

A knight who served as Keishu's aide on Erard Island in Bakinn-Rakkan. Joins Fillmore as Arcana Knight at the same time as Dai Gu's election as Emperor. Mrs. Cyan and the former Holy Emperor Mismas compare her to a chick and make fun of her for being so innocent as a young girl.



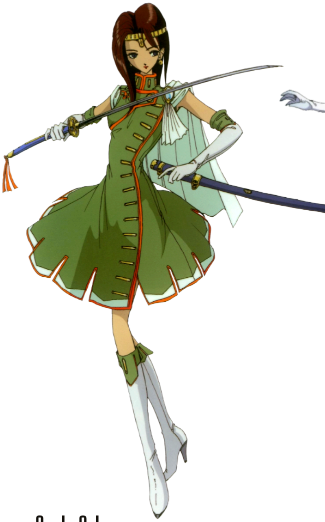
Muley Hinky

Mirage Knights left wing No.8. Princess of the Cordante Kingdom of Cross on Delta Belun. He always carries around a pointy hat with one eye, and has occasionally been seen conversing with this hat. A distant relative of the Amaterasu family and 15th in line to the throne. At the time of the Great Magic War, he was a high school student like Panard and Kyoroki.



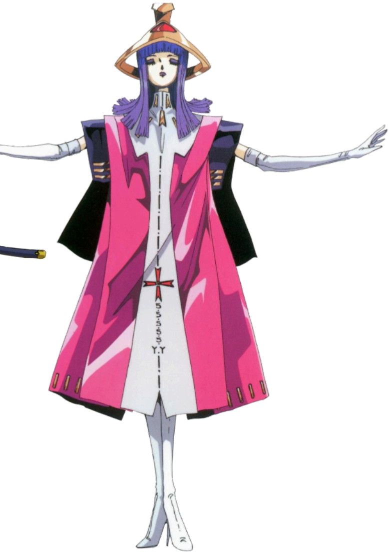
Harricone Melody

Prince of the Melody family, a descendant of the Colus royal family. After receiving the Kensei award, he called himself Harrison Nedelnoide. A mysterious person who reigned as the swordsman for only one year. The Kaienken sword that he had was a mysterious sword that would never come out of its sheath in this world.



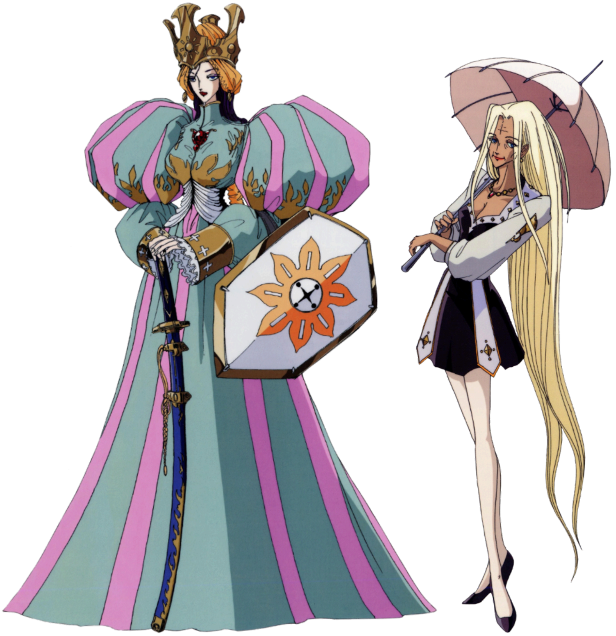
Sayly Colus

The eldest daughter of Colus III. She has a Yankee temperament and is foul-mouthed, but she is very devoted to her father. Inherit the wind's Fatima Clotho. He owns the Engage Octaver SR3, which was made by Diamond.



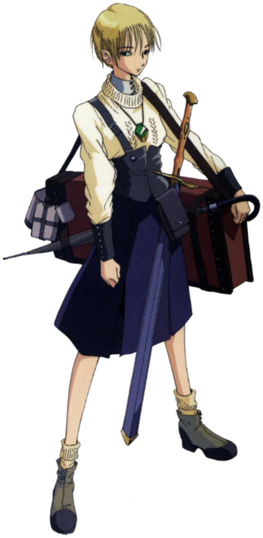
Fatima Optical Ty-Phon

One of the wind Fatima created by Arsenic Ballance. She exists in infinite time with a certain important mission on its shoulders. The Hoshidan gave her the special title of Silent Flawless to show their respect.



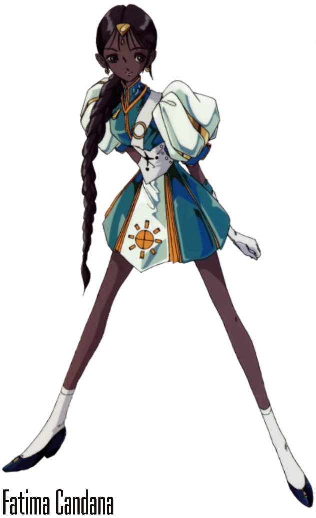
Ena Dai Gu Fillmore

A former empress of the Fillmore Empire, known as the Crowned Sword Saint. She succeeded Kaien, who had disappeared, and became the swordsman, and after she retired, she handed over his position to Kaien again. She passed on Prominence and Candana to her grandson and is supposed to be retiring.



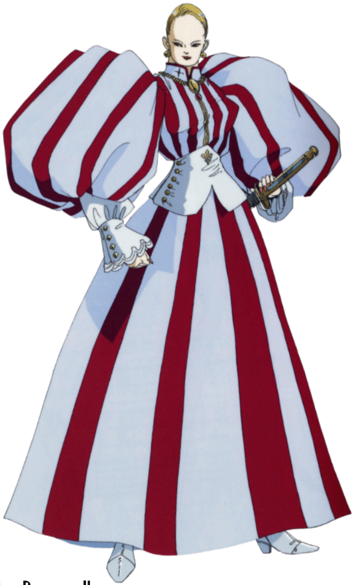
Erniuth Dai Gu Fillmore V

A "worrier and young master." He is the fifth-generation head of the Dai Gu family and the grandson of the Sword Saint, Ena. He was selected by the Fillmore Empire's Senate to be the next Emperor. Though he has a gentle appearance, he is a knight who possesses the qualities of an emperor. Wearing a skirt appears to be a family tradition.



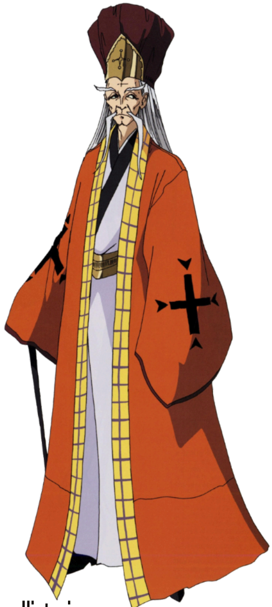
Fatima Candana

Ballanche Fatima No. 5, inherited by Dai Gu Fillmore from his grandmother, Ena. Her perpetually vacant, dazed demeanor appears to be a standard feature, though Prisen Corks quips, "I think it's a design flaw by the Master."



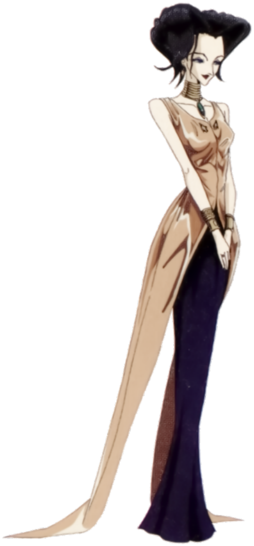
Brauma Ik

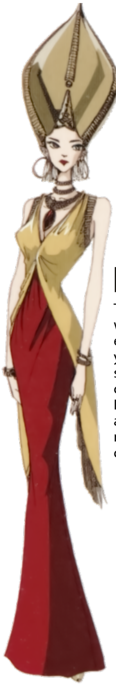
After the death of Vralgo Kentauri, she assumed the role of Commander of the Neue Siltis Red Knight Order. While Fillmore's Mortar Headds were shifting toward heavier armor, she piloted the slender, bright-red Siren Type F. Like Tryton, she is deeply concerned about Christine's well-being.



Rbien Hietsai

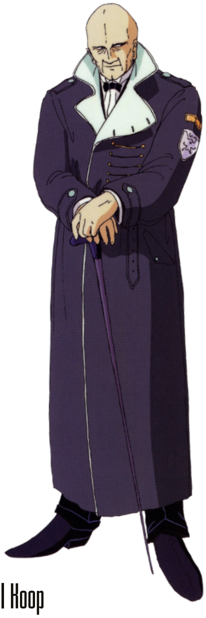
Though sometimes dismissed as senile, he was the strongest knight of Fillmore—a man who held the title of Kyōten-i (Supreme Knight). He was also a renowned master craftsman who forged the sword of Depre. Known by the nickname "Old Man Blade," he continued to serve as the Knight Commander even after effectively retiring.





Kamper La Cierra

The Holy Emperor of Bakinn-Rakkan who still struggles to control her emotions, a consequence of her youth. Kamper lashes out with abusive language at Christine, who has come to claim the title of Highlander. It will likely take a little more time—and the continued support of her mother and Harris—for her to truly come into her own.

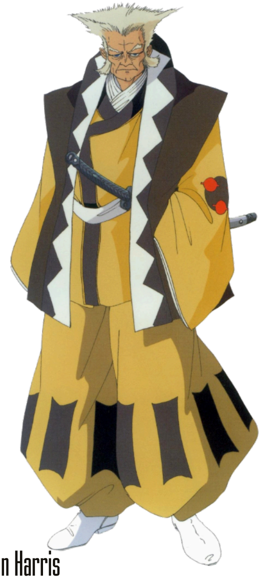


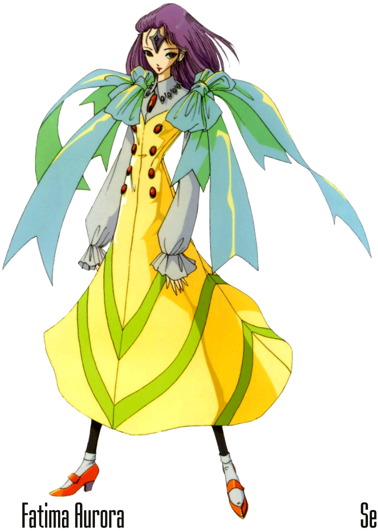
Mismas Saolirena

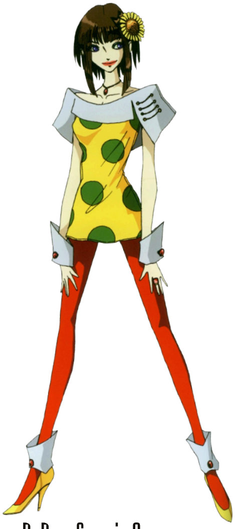
The former Holy Emperor of Bakinn-Rakkan who possesses the mysterious ability to instantly gauge a knight's power. Although she handed the throne to her daughter early on, she still wields considerable influence. By her own account, the work of the Holy Emperor is akin to sorting chicks.

Steel Koop

One of the "Four Great Meights" who created the partners for the knights serving primarily the Fillmore Empire. Notable works include the Krautoma, Parasha and Bercut. Upon entering the 3000s, Koop handed over his duties to his successor, Sakurako, and is now spending his remaining years as a member of the Empire's "Old Folks' Club."







Olkaon Harris

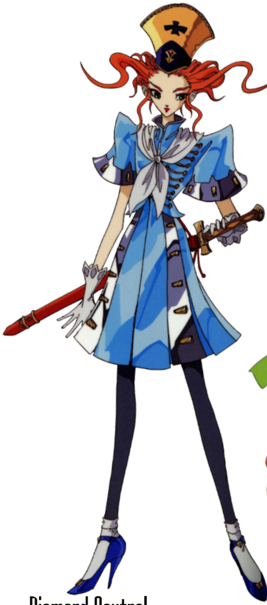
The strongest swordsman of Addler, serving the Bakinn-Rakkan Empire. Although he hails from the pure-blooded lineage of the Nakandra Swans, he regrets his parenting, as his daughter has strayed onto the wrong path of knighthood. He is the guardian of Mamadoa Juzotta.

Fatima Aurora

The ninth member is Ballanche Fatima. She seems to get along famously with her Master, Juzotta; the two of them constantly hatch silly schemes and play the fool together. She once shocked everyone by pulling a thick log out from under her skirt.

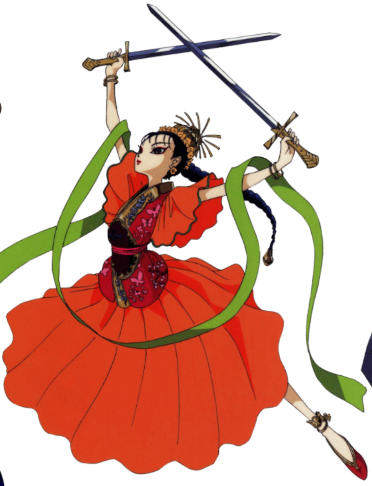
Series P. Panafrancis Cyan

This Fatima Suits designer's identity is instantly given away by their rapid-fire speech, even without them introducing themselves. They are the brilliant mind behind the development of "Plastic Style Suits"—created in response to revisions in the Star Cluster Law—though they certainly don't look the part. They were visiting a friend in Bakinn-Rakkan.



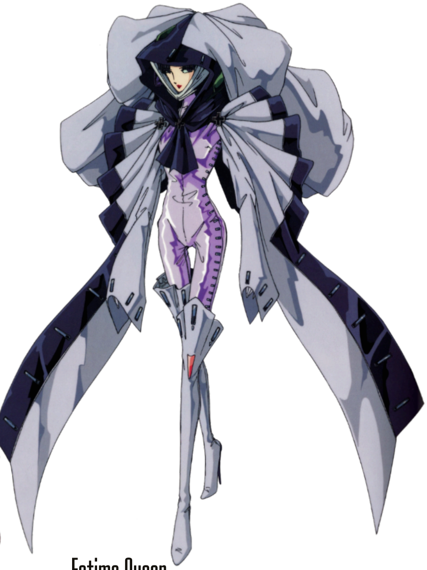
Diamond Neutral

Although of commoner origin, Diamond possesses an extraordinary lineage—combining the traits of a knight and a "Double Meight"—and is privy to the existence of the Monarch Sacred. After honing this individual's skills across the Star Cluster with the support of Taizen Suzuka and Tightnaven, Diamond rose to become a preeminent Meight of the 3000s. Diamond has no gender.



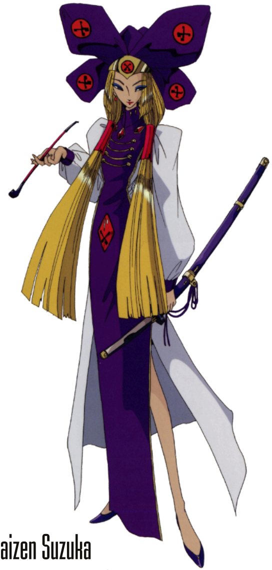
Kyoroki

The princess of the Kingdom of Sigelak in Carmanto. Since she was a child, she has been traveling around the cluster promoting the MH designed by Neue. She is also quite capable as a knight, and at A.K.D., she takes on Sarome, who was Hiarak's Fatima, as her partner.



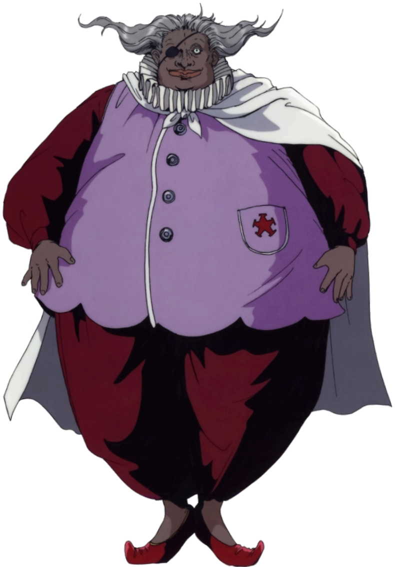
Fatima Queen

Ballanche Fatima No. 1, who had been in a deep slumber under the Earth Dragon for 150 years, becomes the new partner of the person visiting Kastepo. True to her title as the "Queen of Fatimas," she wears a Plastic Suit that is more flamboyant than anyone else's.



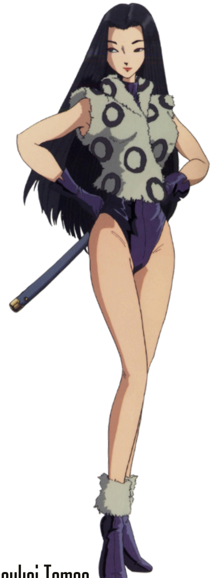
Taizen Suzuka

She is the mayor of Izumo Astro City, a knight, a swordsmith and a Fatima Meister. She wields significant influence within the Star Cluster through her production of "tamahagane"—steel created by further refining Metroteca-chrome alloy. There is a distinctive intonation to the way she speaks.



Unryu no Kesagi

Leader of the Capricorn Knights of the Bachtgma Magic Empire. Hailing from the Mimiba tribe, he is remarkably agile despite his appearance. He also possesses sensory capabilities rivaling those of Taibar, utilizing animal-like heightened senses to detect enemies. His MH is the Gust Temple (Diamond Neutral).

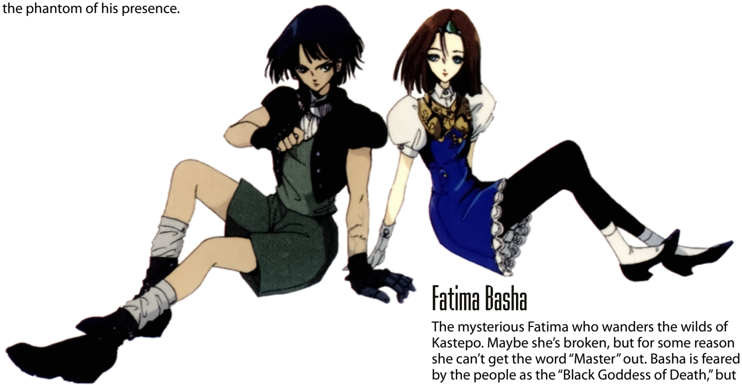


Senkoukei Tomoe

The skilled female ninja who had once operated in the shadows for Mejojo was now, unbeknownst to others, working as an intelligence agent for Bachtgma. Although she holds the rank of knight, she possesses no Fatima and does not pilot a Mortar Headd. She has acquired a more formidable, mature aura, exuding the air of a seasoned "big sister" figure.

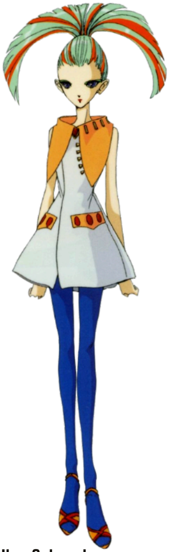
John Weinzel

Having left home due to the knight's blood running in his veins, he met Basha while living on his own. Through a series of chance encounters with some of the Star Cluster's most renowned knights, he gradually learned the true meaning of being a knight. Even after Basha departed, he continued to pursue the phantom of his presence.



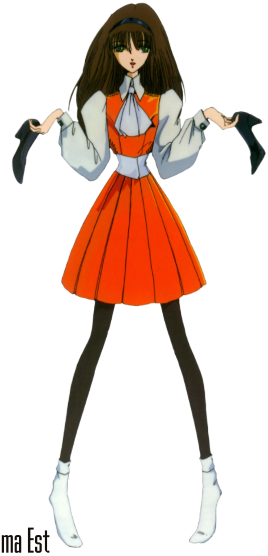
Fatima Basha

The mysterious Fatima who wanders the wilds of Kastepo. Maybe she's broken, but for some reason she can't get the word "Master" out. Basha is feared by the people as the "Black Goddess of Death," but she also trains promising knights. Teaches John many sword techniques.



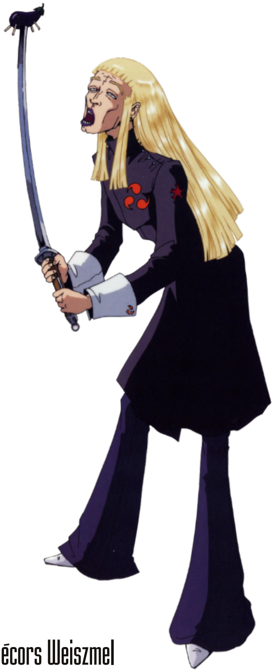
Natorium King Sakurako

A is a mysterious girl from Jüno who possesses Diver Powers. She is also a Fatima Meight; despite her young age, she has already produced Fatimas such as Corona and Kirihime. She was born of the illicit affair between Natrium Funfuto and Melody (a pianist) and is the younger paternal half-sister of Arr Fortissimo.



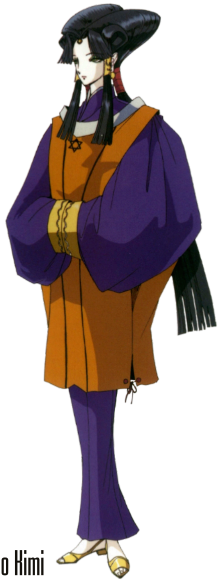
Fatima Est

A unique Fatima possessing the "Synchronized Flutter" program—the only one of its kind in the Star Cluster—and prioritizing compatibility with the MH over the Knight. She encounters her new master, Décors, while her "Seek Mode" is active. She possesses the ankles that look best in folded-down socks in the entire Star Cluster.



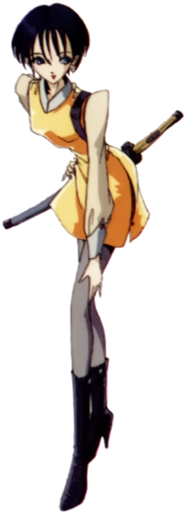
Décors Weiszmel

He met Est at Kastepo and became the third Black Knight. Later, to demonstrate the might of Bachtgma—which had been amassing national power—he stormed the Float Temple and nearly annihilated the Mirage Knights. He is a formidable, genius swordsman who relies on instinct to react in the split seconds of combat.



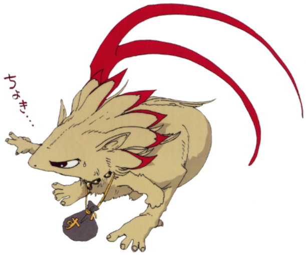
Agari no Kimi

A bio-horoscope controlled by Amaterasu. Although a duplicate, she is a powerful Diver with her own distinct personality and appearance. In contrast to the kind-hearted Rins, she possesses a cold demeanor. She recognizes the potential in the boy John and keeps a close watch on his movements.



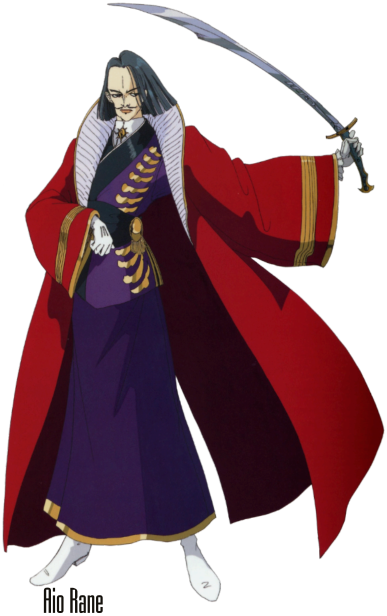
Suezou

The strongest life-form in the Star Cluster—or rather, its larval form—who saved Basha from a tight spot with a remarkably nonchalant greeting. He sees a resemblance to Princess Yarnn in Basha. Neither his physique nor his rather dim-witted demeanor appear to have matured in the slightest; one has to wonder: is he truly capable of defeating Lachesis?



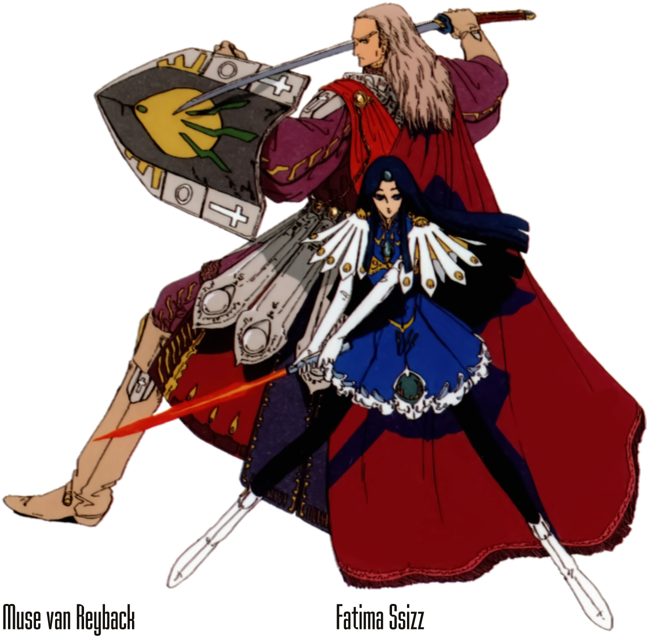
AT Lime

Fatima Atropos in disguise. Having received the surname of the House of Lime—along with the status of a Knight—from Amaterasu, she continues her journey alongside Suezou. Upon hearing rumors in town about a thuggish Knight, she grew concerned and appeared before Basha. True to form, Fatima remains a figure of strong chivalry.



Aio Rane

The Head Knight of Justakarg, revered by the people as the "Knight Among Knights." He rides the Groon-Eldergrain alongside his partner, Toki. In truth, he also serves concurrently as the Commander of the Booray Mercenary Knights. He sternly reprimands John for flaunting Basha in Kastepo.

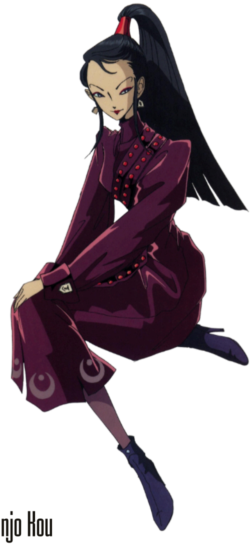


Muse van Reyback

A knight of Kubalkan, France. In the year 2995, he appears to have still been undergoing his training, as he was stationed in Kastepo. Although he has matured into a somewhat more flexible adult, he still seems unaware of Hitter's true identity. He invited John to join him in Kubalkan, but was turned down.

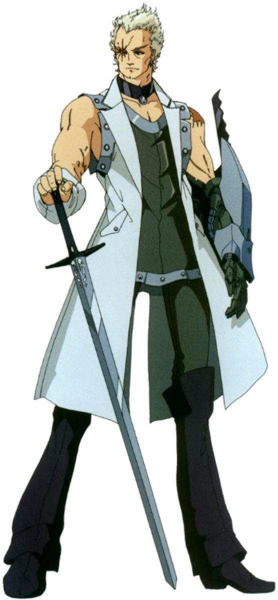
Fatima Ssizz

A Ballanche Fatima—who, alongside the Master of the past, Alcten Sayaste, once defeated the original Black Knight—harbors complex feelings toward Basha, who has lost all memories of her time as Est. To open the bathroom door while seated… how truly modest Fatima is.



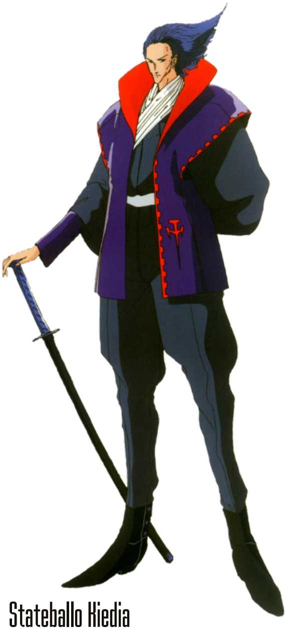
Sanjo Kou

A female ninja of the Jota Space Knights. She possesses the archetypal demeanor of a spirited, big-sister figure—a role she fulfills in practice by looking after Jaquous. Having apparently grown accustomed to the squabbles between Jaquous and her parent, Iemarah, she no longer intervenes. Her partner is Daimon of Ballanche.



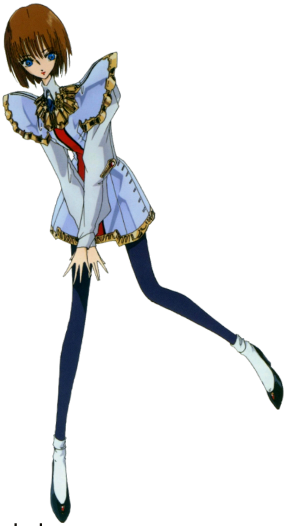
Loundwound Spacorn

He arrives late at the scene of the battle where Bosjathfort is attacking Sarion. Thanks to his mechanized body, the flame attacks prove ineffective; moving with a speed far exceeding Bosjathfort's expectations, he severs the enemy's right arm.



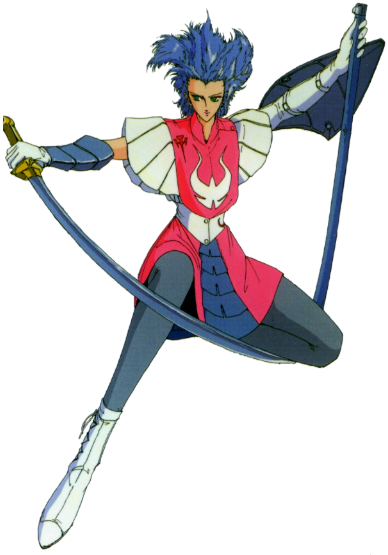
Stateballo Kiedia

Despite his royal lineage, he serves as the "ninja" of the Mirage Knights. During the Bosjathfort raid on the Float Temple, he witnessed the death of Rii right before his eyes and sustained severe injuries himself. Having survived the ordeal, he now dedicates himself to the training of the younger members.



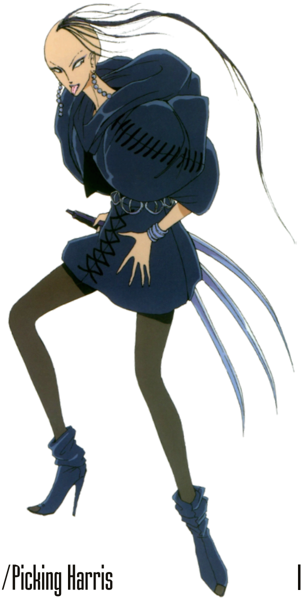
Lachesis

Donning her Fatima Suit for the first time in ages, she attempted to seduce Sopp—or something to that effect—only for His Majesty himself to slip away to meet with Magdall, all while still resting his head in her lap. It seems she has no choice but to wait out 5.67 billion years before her wish can finally be granted.



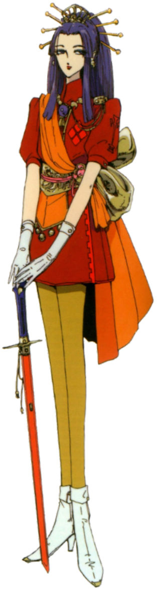
Qukey Zanda Ritsuko

She reunites with her husband, Braford, and herself becomes a Mirage Knight. In Noki City, alongside Aisha, she encounters John and takes Palsuet under her protection. Although she spouts a torrent of incomprehensible words, Amaterasu and Lachesis manage to outdo even her.



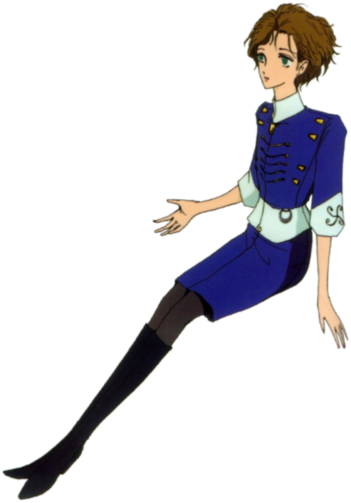
Spark/Picking Harris

Formerly the captain of the A'p KnightsSkin Squad, he is now a Mirage Knight. Possessing the bloodline of a purebred knight, he is a warrior of immense strength—yet he harbors a surprising hidden talent: he is an excellent cook. During the Bachtgma raid of the year 3010, he repelled the Décors using a Nimanryū kitchen knife forged by Taizen Suzuka.



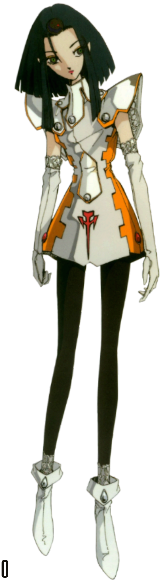
Ikaruga Ouji

Prince of the Amaterasu family. During the attack on the Float Temple, Rogner saved his life by blocking Bosjathfort's absolute zero attack. In 3010, he celebrated his New Year's Eve and was appointed as the commander-in-chief of the Mirage Knights as Prince Ikaruga of the newly established Emmity family, but he is still a handsome boy who looks good in shorts.



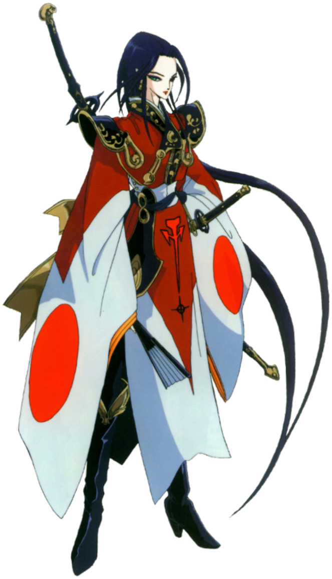
Meet Silver Ballanche

The girl taken in by Kaien had her hidden talents discovered by Ballanche and grew into a magnificent Fatima Meight. Inheriting Jabo's will, she joined Hathuha and took Auxo under her care.



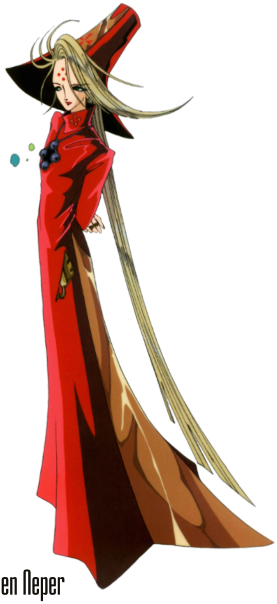
Fatima Kyo

With her partner Braford having joined the Mirage Knights, Kyo was able to undergo a rejuvenation treatment administered by Dr. Corks. This marks a rare appearance in the "Decadence-style" suit—an outfit she wore exclusively during the seven years immediately preceding the moment she donned she Plastic Suit.



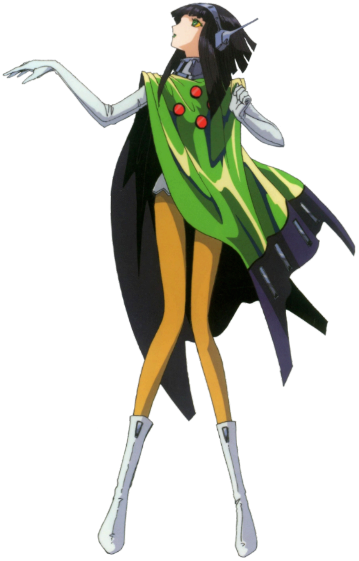
Maximum Halt-Faits

The very first pure-blooded Knight of the Super Empire to be born in the history of the Star Cluster. While her mother is Meeth Silver and her father is Dougulus Kaien, she can also be regarded as the theoretical final masterpiece of Chrome Ballanche. In any case, she remains shrouded in mystery.



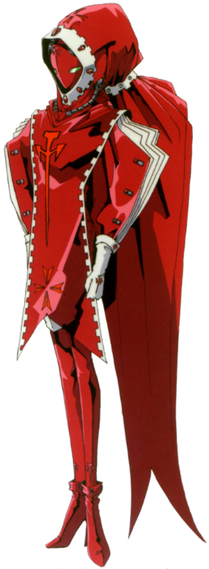
Green Neper

A priest of the Kingdom of Grees who does not belong to the Amaterasu bloodline. She is also known as the "Holy One." Neper returns from Phantasmagoria—a realm where time stands still—solely to flaunt the beauty of the Machine Messiah AUGE before the people of the Star Cluster; in short, she is a thoroughly nuisance of a person.



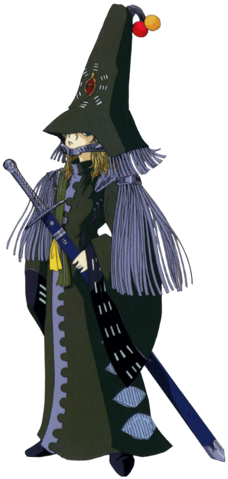
Fatima Diode

The fifth Fatima created by Lithium Balance. She is equipped with a specialized interface designed to control the AUGE in conjunction with Napier. Although she communicates with the AUGE via electronic tones, she is, of course, fully capable of speaking normally.



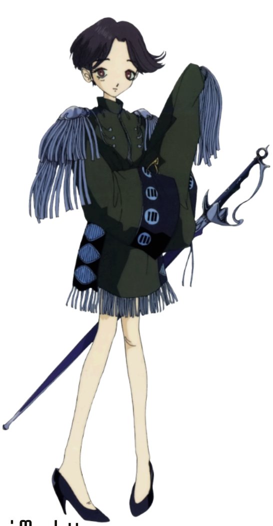
Mirage Fatima 3159 Garment Style

The crimson suit—featuring a design that completely encases the wearer, face and all—serves as the official "Plastic Suit" of the Mirage Fatimas. It incorporates a built-in life-support system, enabling operation even in the vacuum of space. Commonly known as the "3159 Suit," it has become an object of awe and dread.



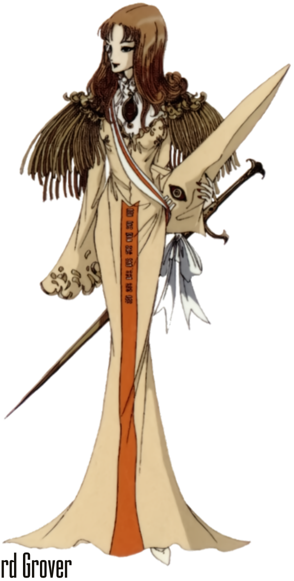
Ardeo Zniyatta

Having accompanied Bastogne to his official presentation, he—alongside Hinnei—is addressed as "Master" by Morard's Fatima and Capricorn. A quiet boy who serves in the Royal Palace as a close-guard knight to Magdall and Depre. His hat has a tendency to keep slipping off.



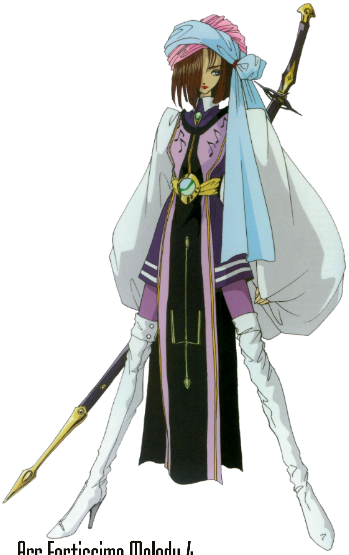
Hinnei Mondatta

Dr. Morard's latest Fatima creation—is a young girl who was hastily inducted into the ranks of knighthood after being selected as the "Everest." She serves as a member of the Magdall Guard. She is often vexed by her issued boots, which are far too large for her feet and frequently slip right off. She is not expected to participate in actual combat until she has grown a little older.



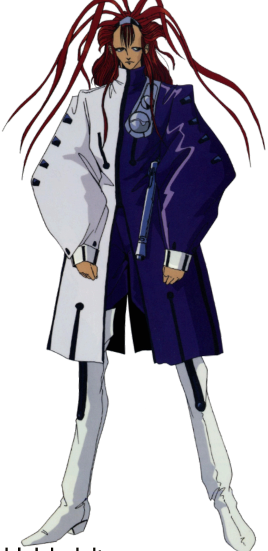
Heird Grover

She is one of the Imperial Guard Knights of A-Toll, a unit composed exclusively of women. She also fulfills a secretarial role, such as looking after the Kaien family. During the Magic Wars, she races across the lands of Hathuha while entrusted with a critical mission.



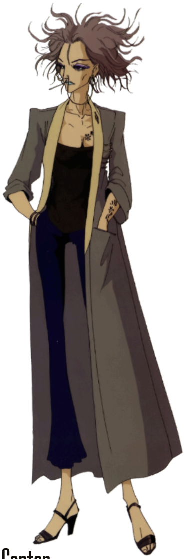
Arr Fortissimo Melody 4

The last surviving princess of the Melody royal house, which was utterly destroyed. She vanished from the public eye alongside MH Engage, taking up work as a mercenary; however, guided by the prophecies of Magdall, she eventually made her way to Hathuha. She is the wielder of the fearsome finishing move known as the "Big Sis Kick"—a technique passed down to her by Iemarah. Her one weakness is sunburn.



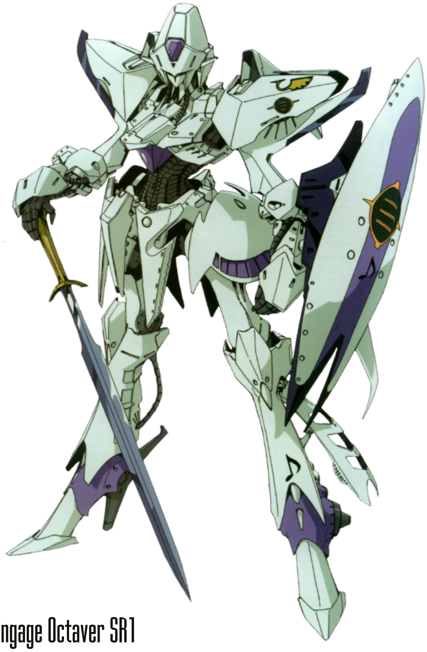
Majole Lebenheite

A prince of the Ballanka family within the Colus Dynasty. He had been staying in Astro City alongside his mentor, Arr, but they eventually parted ways. He finally makes his debut in the main storyline as the Commander of the Knights of the Kingdom of Konellah, piloting an MH named Kan. His Fatima is Rondo Hairline, a Ballanche Etramul.



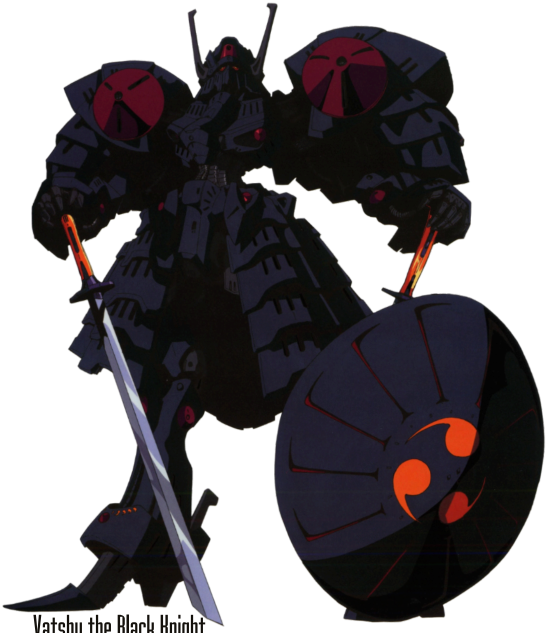
Maggey Corter

Hathuha's Head Meight, Eight. She is the granddaughter of Jebbia Corter, the Meight who designed the A-Toll. Although she oversees Hathuha's fleet of MHs, the sheer volume of work leaves her completely overwhelmed. How, then, will she handle the man who appeared in response to her plea: "I will secure any Meister—no matter who they are?"



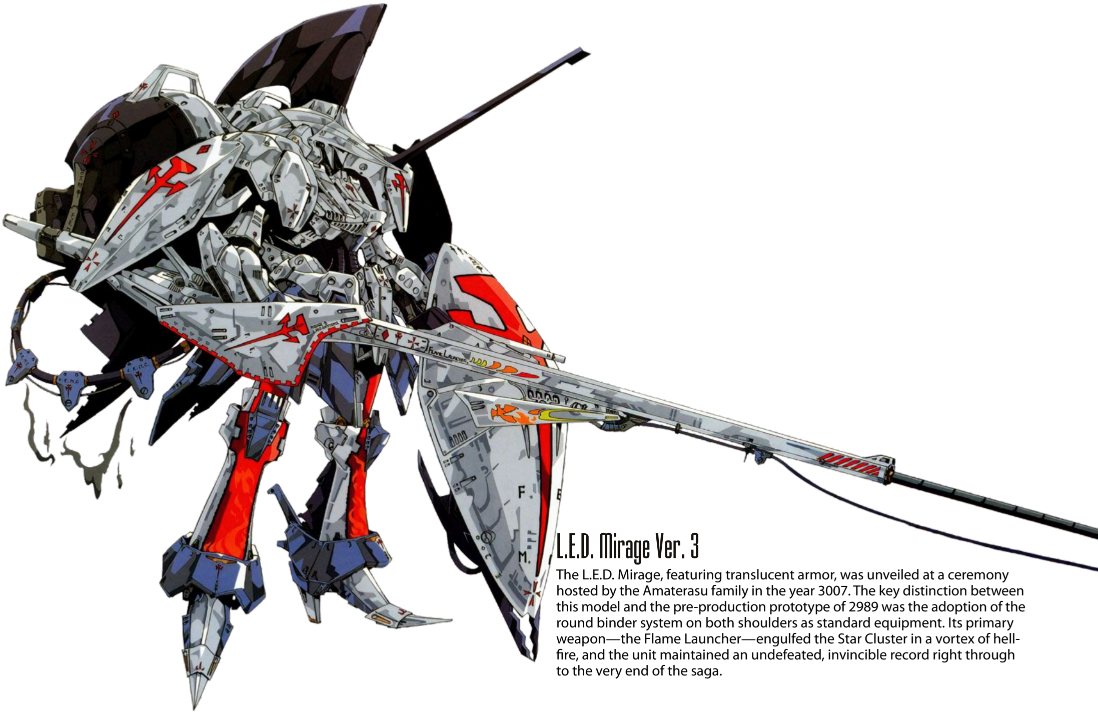
Engage Octaver SR1

An MH produced during the reign of Colus XXI. It was originally owned by the Sword Saint Harricone Melody and is currently piloted by Arr. Its compact design served as the foundation for subsequent MHs developed by Colus. When the name "Engage" is used, it refers specifically to this MH.



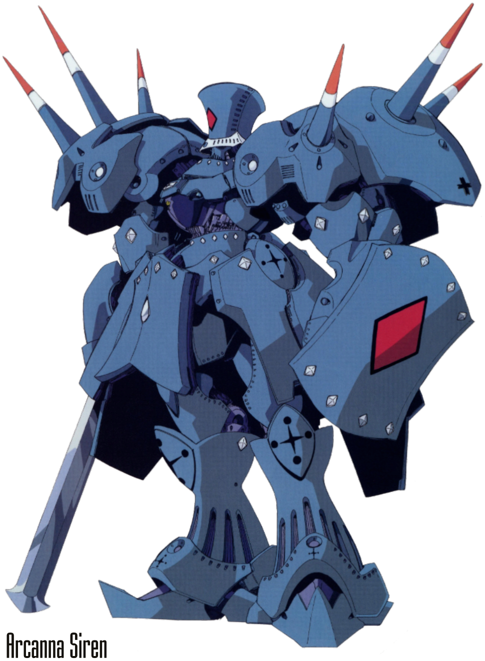
Vatshu the Black Knight

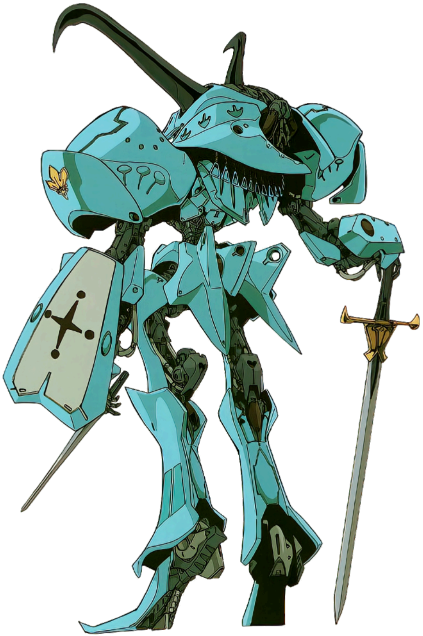
An MH named after I, Yarnn Vatshu—the Queen of Kastepo during the Super Empire era. Having acquired Est, the new Black Knight, Décors, has switched to heavy armor in anticipation of large-scale combat during the Magic Wars.



L.E.D. Mirage Ver. 3

The L.E.D. Mirage, featuring translucent armor, was unveiled at a ceremony hosted by the Amaterasu family in the year 3007. The key distinction between this model and the pre-production prototype of 2989 was the adoption of the round binder system on both shoulders as standard equipment. Its primary weapon—the Flame Launcher—engulfed the Star Cluster in a vortex of hellfire, and the unit maintained an undefeated, invincible record right through to the very end of the saga.



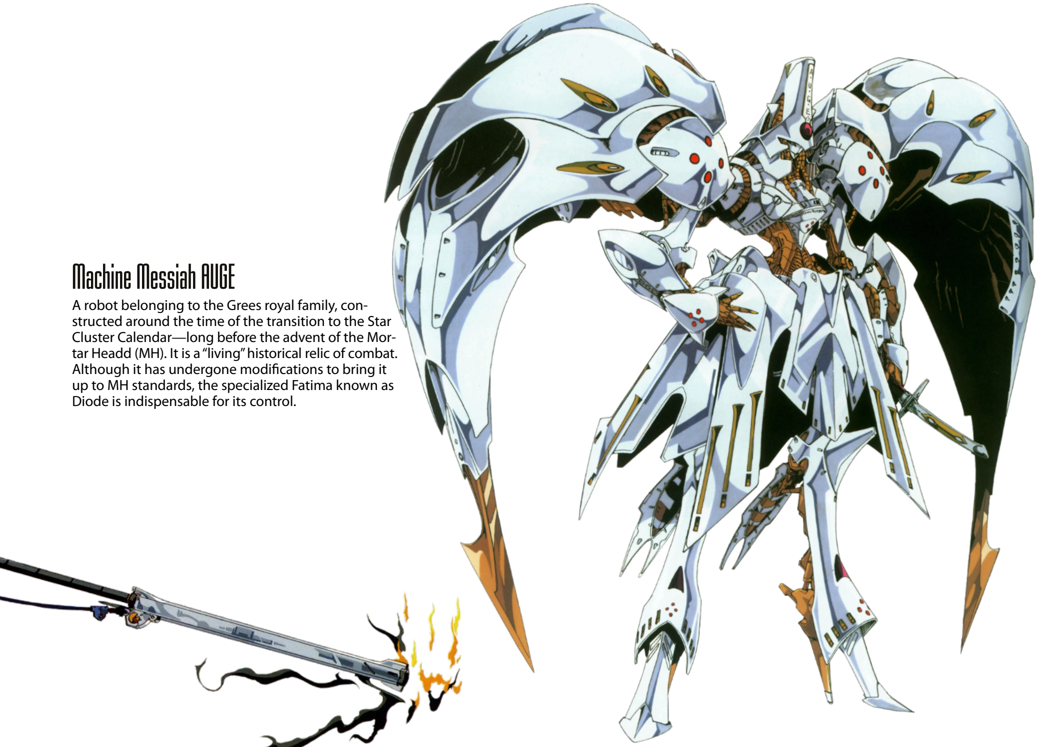


Arcanna Siren

A Mortar Headd (MH) of the Fillmore Empire. While its basic structural design remains identical to that of the Type A Siren, it incorporates two new technologies: laminated armor and the "Piled Counter-Tissue" system. It is piloted by four "Arcana Knights," each bearing the insignia of a playing card suit.

V-Siren 103 "Neptune"

A flagship Mortar Headd of the Fillmore Empire, formerly piloted by King Lader. It declares its intent to fight alongside Christine V, a young woman who chose the path of Silvis. It is a "naked" MH—stripped of armor to the absolute limit—featuring a highly specialized, temperamental tuning.



Machine Messiah AUGE

A robot belonging to the Grees royal family, constructed around the time of the transition to the Star Cluster Calendar—long before the advent of the Mortar Headd (MH). It is a "living" historical relic of combat. Although it has undergone modifications to bring it up to MH standards, the specialized Fatima known as Diode is indispensable for its control.

The Five Star Stories

CHARACTERS #11

FSS#11:TWIN BAR

Let the Age of Flames Begin... the Dawn of a Conflict That Will Scorch the Entire Star Cluster.

●Bachtgma declared war on Hathuha. The curtain rises on the Great Magic War. Auxo is left devastated after Kaien bids her farewell. Amidst the clash between the Bachtgma Black Knight Order—led by Décors—and the A-Toll, Meeth reveals that she is pregnant with Kaien's child. Knight orders from other nations also joined the fray one after another; in Nakakara, the Mejojo imperial army clashed with the Fillmore Order of Knights. Christine fights alongside the town with the ferocity of a demon, but she eventually withdraws from the battle lines, unable to bear the psychological toll of killing people. Emperor Fillmore V's Prominence rushes to the aid of the V-Siren, which is under attack by a scouting party. Bosjathfort stormed the Hathuha Royal Palace and killed Mugumica and Kaien. Magdall, having teleported in, is defeated and loses consciousness. Through a blood pact with Mugumica, N•E•I•N emerges from the dragon larva Yan Que and consigns the royal palace to the flames. Muddler, the Crimson Sword Saint, laments his own powerlessness before Lader VIII and the others as they mourn the death of Kaien. And the flames of war spread ever wider. The volume concludes with *Promenade*, a story depicting Cha Tea's school life.

●**The Five Star Stories, Vol. 11**
Includes material published in the monthly magazine **Newtype** from the May 2001 through October 2001 issues, the December 2001 issue, the January 2002 through July 2002 issues, the December 2002 issue, and the May 2003 issue.

CHARACTER

Christine V
クリスティン・ビィ

Fatima Auxo
ファティマ・アウクソー

Lachesis
ラキシス

Haird Grover
ヘアード・グローバー

Magdall A-Toll
マグダル・アトール

Warz Ende Babylon V
ワルツ・エンデ・バビロン5

N·E·I·N
ナ・イ・ン

Muddler Moirai
マドラ・モイライ

Fatima La Optical Ty-Phone
ファティマ・ラ・オプチカル・タイ・フォン

Amaterasu Oomikami
アマテラスオオミカミ

Atropos
アトロポス

Clotho
クローソー

Silvis Race Venus
シルビス・レィス・ビーナス

Maximum Halt-Faits
マキシ

URI
URI／ユライヒ

Karen
カレン／花蓮

Depre Zen A-Toll/Depresser Beat
デプレ・ツェン・アトール（デプレッサー・ビート）

Lotus Balounga
ロータス・バルンガ

Wandam Harrer
ワンダン・ハレー

Fatima Build
ファティマ・ビルド

Fatima Concord
ファティマ・コンコード

Fatima Spalituda
ファティマ・スパリチューダ

Miss Muddler/Argon Prominence
ミス・マドラ／アルゴン・プロミネンス

Silvis Mirror
シルビス・ミラ

Mikel Joy Gira
マイケル・ジョーイ・ギラ

Rao Collet Corre XVI
ラオ・コレット・クルール16世

Mugumica Rao Collet A-Toll
ムグミカ・ラオ・コレット・アトール

Meeth Silver Ballanche
ミース・シルバー・バランシェ

Ardeo Zniyatta
アード・ゼニヤッタ

Arr Fortissimo Melody 4
アルル・フォルティシモ・メロディ4

Maggey Corter
マギー・コーター

Hinnei Mondatta
ヒン・モンダッタ

Dougulus Kaien
ダグラス・カイエン

Décors Weiszmel
デコース・ワイズメル

Fatima Est
ファティマ・エスト

Jabo Beat
ヤーボ・ビート

Nakandra Swans Faits
ナッカンドラ・スバース

Sarone Basco
サローン・バスコ

Basco Swans
アラド・バスコ・スバース

Assaram Skins
アサラム・スキーンズ

I, Yarnn Vatshu Kastenpo
イ・ヤーン・バッシュ・カステポー

Fatima Queen
ファティマ・クーン

Chrome Ballanche
クローム・バランシェ

Schmyth
シュマイス

Fatima Corona
ファティマ・コロナ

Aio Rane
アイオ・レーン

Dippa Drops
ディッパ・ドロップス

Loundwound Spacorn
ランドアンド・スパコーン

Fatima Thaleia
ファティマ・タレイア

Fatima Tisphone
ファティマ・ティスホーン

Ikaruga Ouii
斑鳩王子

Amaterasu no Mikado
アマテラスのミカド

Panard Lie Ex Atwight
パナール・リィ・エックス・アトワイト

Joegeo Spantousen
ジョルジュ・スパンタウゼン

Aisha Roumer
アイシャ・ルーマ

Fatima Scrape
ファティマ・スクラープ

Fatima Vin-Tin
ファティマ・ヴィン・ティン

Jaquous Quo'n Hash
ジャコー・クォン・ハッシュ

Araragi Haite
アララギ・ハイト

Kamper La, Cierra
カンパー・ラ・シーラ

Mamadoa Juzotta
ママドア・ユーゾッタ

Mismas Saolirena
ミマス・サオリレナ

Fatima Aurora
ファティマ・オーロラ

Krakenbeal Mejojo
クラーケンベール・メヨーヨ

Climber Peidoll
クライマー・パイドル

Fatima Andromeda
ファティマ・アンドロメーダ

Viorate Tryton
ビオレート・トライトン

Blreno Canzian
ブルーノ・カンツィアン

Fatima Kirihime
ファティマ・霧姫

Fatima Parasha
ファティマ・パラーシャ

Fatima Machi
ファティマ・町

Miyaza Heczey
ミヤザ・ヘクゼイ

Erniuth Dai Gu Fillmore V
エラニュース・ダイ・グ・フィルモア5

Abien Hietsai
アビエン・ヒートサイ

Nio Hathler
ニオ・ハスラー

Ian König
イアン・ケーニヒ

Sayly Colus
セイレイ・コーラス

Fatima La Cyclon
ファティマ・ラ・シクローン

Dis Bosjathfort
ディス・ボスヤスフォート

Yan Qie
楊貴（ヤンギ）

Natrium Funfuto A-Toll
ナトリウム・フンフト・アトール

Earth Dragon
アースドラゴン

Jet Dragon
ジェットドラゴン

Thunder Dragon
サンダードラゴン

Suezou
すえぞう

Vector Akagi
ベクター・赤城

Ganja
ゲンジャ・ボルツ

Fatima La Hurricane
ファティマ・ラ・ユリケンヌ

Fatima Toki
ファティマ・時

Nonna Strauß
ノンナ・ストラウス

Fatima Lapis
ファティマ・ラピス

Naias Brünhilde
ナイアス・ブリュンヒルデ

Fatima Giselle
ファティマ・ジゼル

Tucker
タッカー

Fatima Candana
ファティマ・チャンダナ

Gyancy Galla
ジャンシー・ガラー

Beauty Peel
ビューティ・ペール

Do La Fillmore
ド・ラ・フィルモア

Sharps
ルーテン・シャープス

Steel Koop
スティール・クープ

Lader VIII
ドル・パーマネント・レーダー8世

Fatima Bercut
ファティマ・ベルクト

Olkaon Harris
オルカオン・ハリス

Fatima Kurakaline
ファティマ・クラカライン

Ladios Sopp
レディオス・ソープ

Spark/Picking Harris
スパーク／ピッキング・ハリス

Cha Tea
ちゃあ・てぃ（茶茶）

Angelina Hiss
アンジョリーナ・ヒス

Penelope Baxter
ペネロペ・バクスター

Cindy Hughes
シンディ・ヒューズ

Kirsten Star
キルスティン・スター

Jodie
ジョーディ

DJ Taro
DJタロー

MORTAR HEADD, SHIP & VEHICLE

Mightya Akatsukihime
マイティα 暁姫

The Empress
ジ・エンプレス

Phantom (Black)
ファントム・黒

A-Toll Swans BS
A・トール・スワンズBS

Vatshu the Black Knight
バッシュ・ザ・ブラックナイト

Awaken
アウェケン

A-Toll SKS
A・トールSKS

Schakter
シャクター

Groon-Eldergrain
グルーン・エルダグライン

Blue Armor
青騎士

Kishin-Kongo/Flamberge Temple
姫泌金剛／フランベルジュ・テンプル

Ashura Temple
アシュラ・テンプル

V=Siren103 "Neptune"
V・サイレン103・ネプチューン

Arcanna Siren
アルカナ・サイレン

Siren B, C, D
サイレンB、C、D型

Berge Siren
ベルゲ・サイレン

Engage Octaver SR 1
エンゲージ・オクターバーSR1

A-Toll Scritti
Aトール・スクリティ

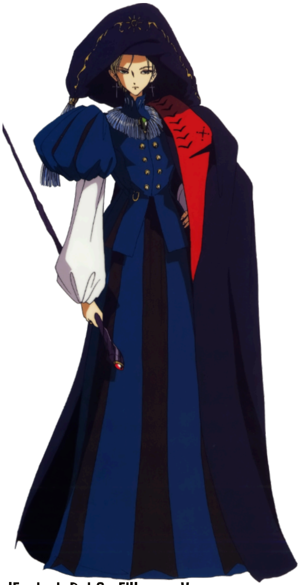
Boctok T-233
ボストークT-233

Phantom (White)
ファントム・白

V=Siren 104 "Prominence"
V・サイレン104・プロミネンス

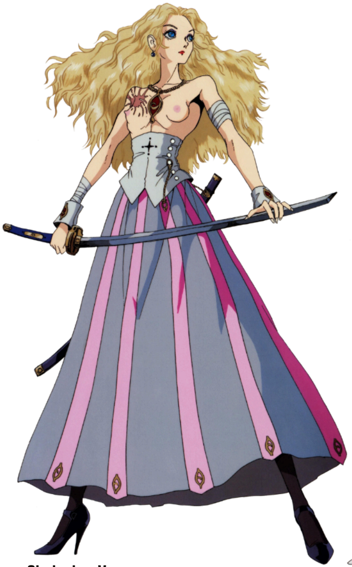
Siren R
サイレンR

Dalance
ダランス



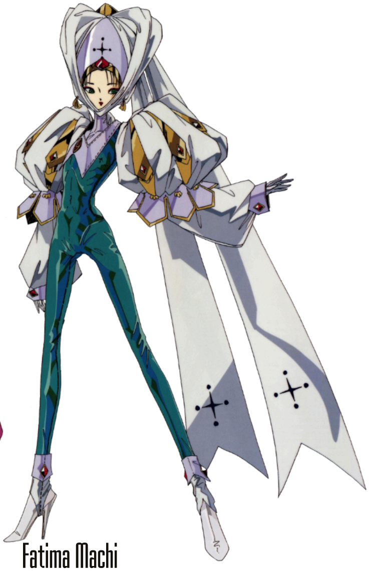
IErniuth Dai Gu Fillmore V

The young 238th Emperor carries out his duties while fully aware that he is merely a pawn of the great power Fillmore. He takes to the battlefield as a knight himself, piloting the MH Prominence. He shows great kindness and consideration toward Christine, who is trembling before her first battle.



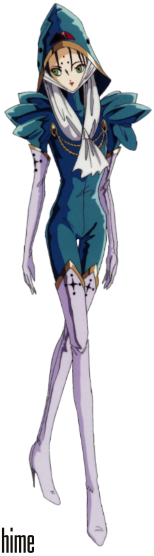
Christine V

The beautiful and tragic Highlander of Fillmore made a striking debut piloting the MH Neptune in the battle against Mejojo's forces at the Nakakara border; however, unable to bear the psychological toll of taking human lives, she abandoned the battlefield mid-fight. Carrying her feelings for Dai Gu in her heart, she embarked on a perilous path of carnage.



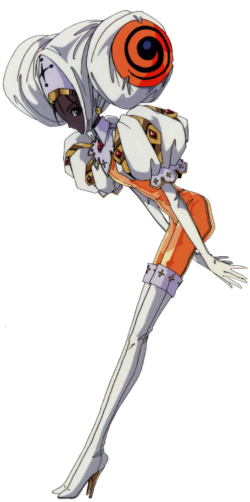
Fatima Machi

As the partner of the Highlander Christine, she desperately supports her Master, who has been forced to endure a cruel fate. Vowing to keep fighting even if she loses an arm, she attempts to challenge the enemy alone—riding an Emperor Knight incapable of raising a white flag.



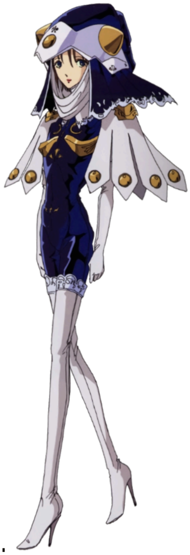
Fatima Kirihime

A Fatima created by Natorium King Sakurako. She participates in the Magic War as Viorate Tryton's partner. While her personality remains unknown, her icy gaze and the three dots on her forehead command a striking presence.



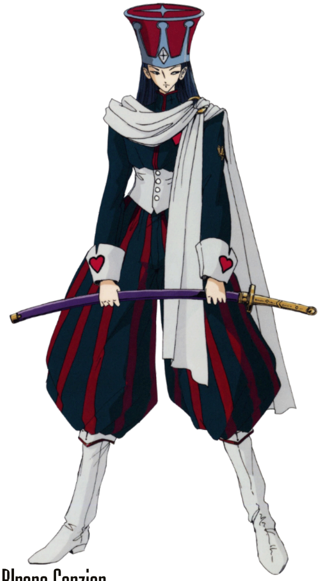
Fatima Candana

Fillmore's ultimate, air-headed Fatima marches to the beat of her own drum, even on the battlefield. She rescued her younger "sister," Machi, from a crisis and showed no signs of fatigue even after completing her mission with Prominence. In reality, she flouts Star Cluster regulations by wearing a Plastic Style outfit that leaves her bare legs completely exposed.



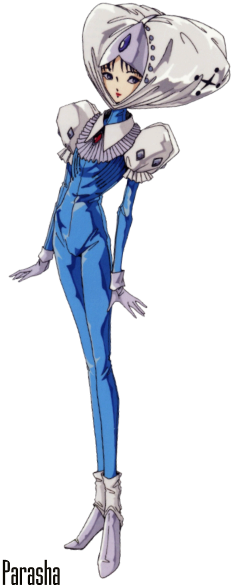
Fatima Lapis

Her name is written with the kanji, it is "Ruri." She is Number 26—one of the Ballanche Fatimas whose very existence was rarely revealed. She infiltrated Hathuha alongside Nonna and witnessed the Booray Mercenary Knights.



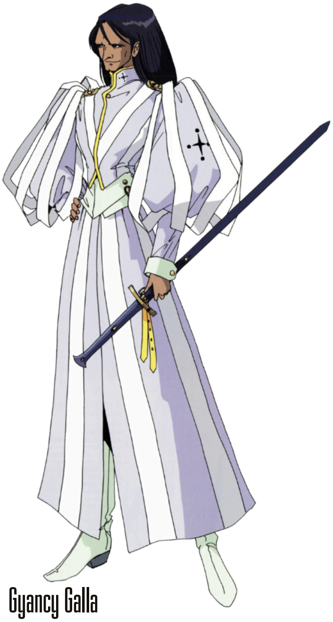
Blreno Canzian

A Knight of Fillmore who faced the L.E.D. Mirage forty years prior to the Magic War and was the sole survivor. Promoted to Commander of the Blue Knights and serving as an Arcana Knight assigned to Christine, he supports the Highlander on the battlefield. He remains as prone to worry and hardship as ever



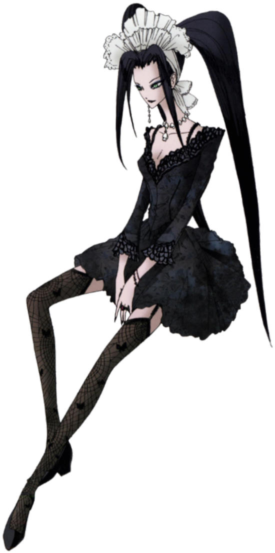
Fatima Parasha

Blreno's Fatima. It seems that since the battle against Colus, Blreno has been keeping her at a careful, guarded distance. Although she has become an Arcana Fatima directly serving the Emperor, she continues to wear the "Water Blue" color scheme of the Neue Zilch.



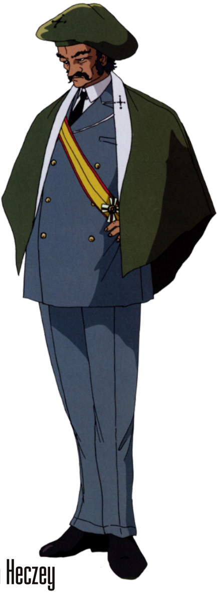
Gyancy Galla

Originally the commander of the Neue Siltis Black Knight Order, he assumed command of a newly established knight order directly under the Emperor of Fillmore in preparation for the Magic War. He pilots the Siren R, and his partner is the Fatima Shindra, created by Dr. Prisen Corks.



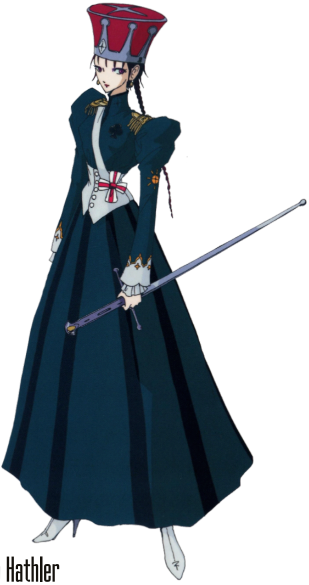
Naias Brünhilde

Although a knight of the Neue Syltis, she suddenly appears at the Nakakara-Gierel border as the commander of the Booray Mercenary Knights. Clad in Gothic fashion, she is a woman who looks intimidating—though that is merely her appearance (described by Chaa as resembling a carnivorous plant from Mindanao).



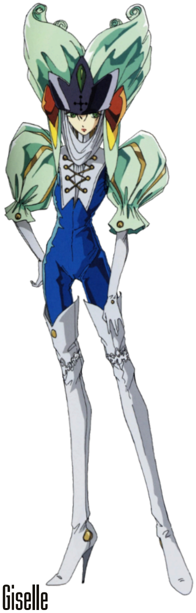
Miyaza Heczey

Chief Cabinet Secretary of the Fillmore Empire. Although he came from a civilian background, he expanded his influence and rose to his current position. He resents Christine's presence and constantly plots to eliminate her whenever the opportunity arises.



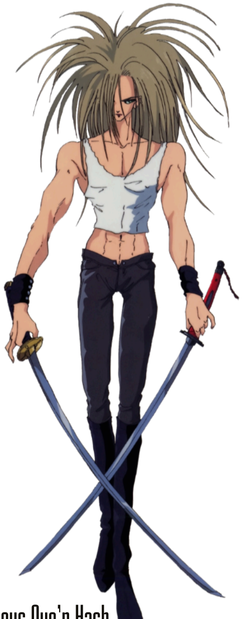
Nio Hathler

As a member of the Arcana Knight, she had been monitoring the battle situation from Dalance, but she eventually deployed alongside the Emperor. She reveals a charming side when Ian König points out her devotion to His Majesty, causing her to blush deeply and tremble. One looks forward to the revelation of the major secret she harbors.



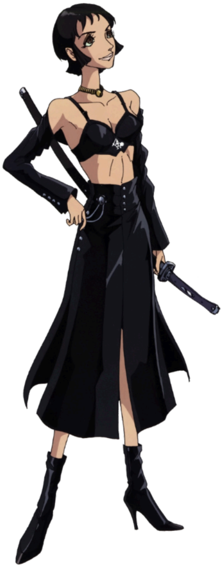
Fatima Giselle

She is the tenth Ballanche Fatima and Naias's partner. She pilots the Phantom, a new-model MH from Fillmore. She made her first appearance in the main story as an infant, held in Sopp's arms.



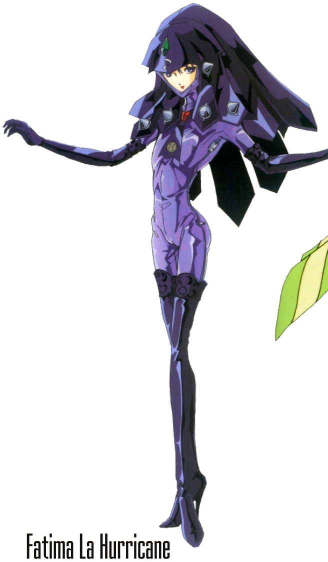
Jaquous Quo'n Hash

A Mirage Knight and the son of Iemarah Lout Jajas. He holds an "A-number" rank among the Mirage Knights and inherited the title of Silver Knight from Kaien. Although he was quite mischievous in his youth, he has since distinguished himself by assuming the role of Squad Leader within the Jota Space Knight Order.



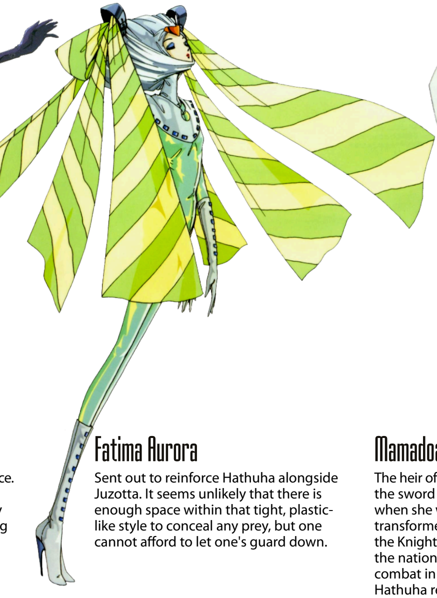
Nonna Strauß

A knight and the Supreme Commander of the Kubalkan Kingdom, known as "Nonna the Merciful." Although not a member of the Rune Knights, she owns the MH Bang. She is notorious for her foul mouth, constantly hurling abuse at her subordinate, Muse. She shares a complicated past with Naias Brünhilde.



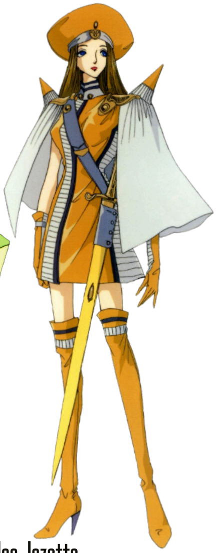
Fatima La Hurricane

One of the "Wind" Fatimas created by Arsenic Balance. While the design of her Plastic Suit is identical to Auxo's, it features the lavender hue of the Melody royal family—a choice reflecting the deep longing for his homeland held by her Master, Arr.



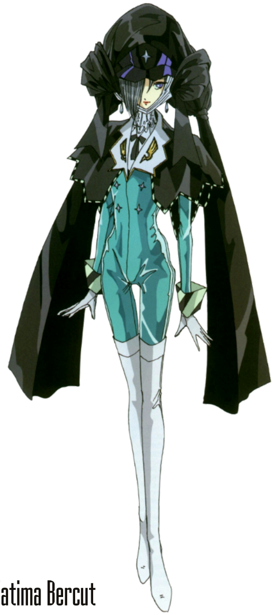
Fatima Aurora

Sent out to reinforce Hathuha alongside Juzotta. It seems unlikely that there is enough space within that tight, plastic-like style to conceal any prey, but one cannot afford to let one's guard down.



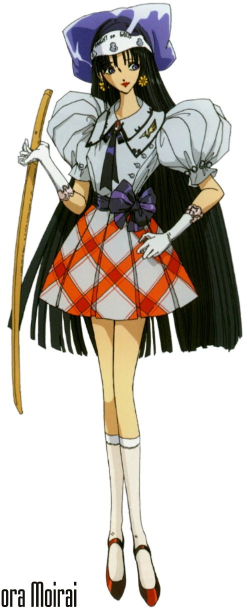
Mamadoa Jozotta

The heir of the Juzotta family who is descended from the sword master Heride Sayaste. After a childhood when she was a girly girl and was all around her, she transformed into an elegant lady. As the leader of the Knights of the Bakinn-Rakkan Empire, she carries the nation on her shoulders and experiences actual combat in the Wizarding War as the only official Hathuha reinforcement.



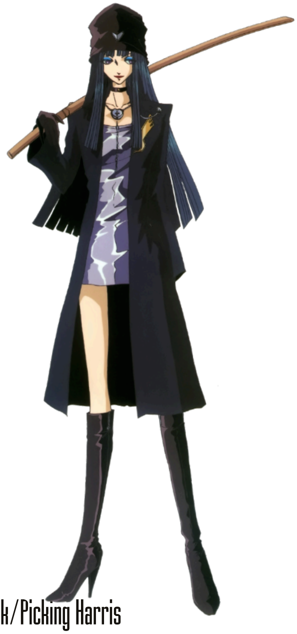
Fatima Bercut

Steel Koop's greatest Fatima masterpiece. Like Kurakaline, she looks up to both Spark and Muddler as her masters. Perhaps because Bercut's existence is meant to be kept secret, Spark has strictly warned her lover, Jabo, about the matter.



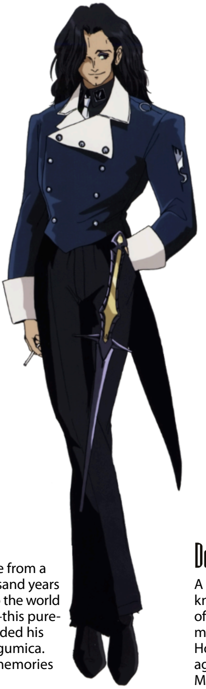
Madora Moirai

A Crimson Sword Saint hailing from a lineage of pure-blooded knights. She is so kind-hearted that her father, Olkaon Harris, laments her nature, and she herself is distressed by her inability to harm others; yet, at her core, she is a thrill-killing sadist who craves combat. Ironically, her alternate personality, Spark, appears to be the more rational of the two.



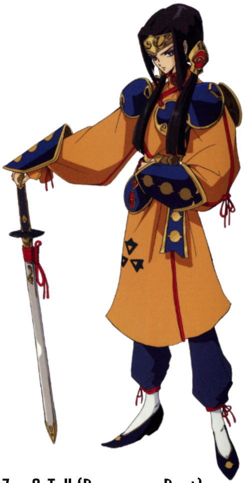
Spark/Picking Harris

A figure known as "Miss Muddler" who proposed a "game" to Maximum during the Battle for the Liberation of Hathuha, dangling the title of Sword Saint as bait. Although the emblem on her attire reveals her true identity as Spark—also known as Picking Harris—her demeanor is markedly different. One cannot help but wonder what transpired during the forty-five years leading up to the liberation battle.



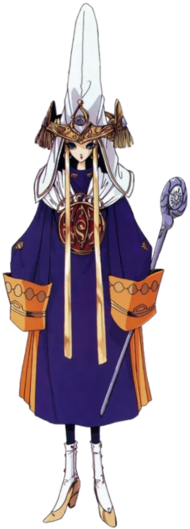
Dougulus Kaien

Born to a knight couple from a super-empire ten thousand years past—and brought into the world by the Fatima Queen—this pure-blooded knight concluded his long life alongside Mugumica. Yet, he lives on in the memories of the people.



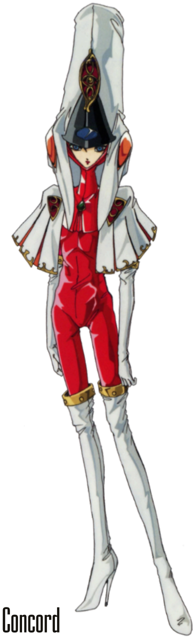
Depre Zen A-Toll (Depresser Beat)

A prince of Hathuha who inherited the blood of a knight from his father, Kaien, as well as the lineage of the MH Empress and the Fatima Concord from his mother. He would later become the King of the A-Toll Holy Dynasty. He suffered physical and mental damage due to a neural resonance with his older sister, Magdall, after she fell into a coma.



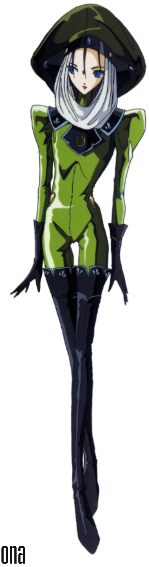
Magdall A-Toll

The next successor to the A-Toll Holy Guidance Dynasty. A Diver Force user possessing power that even knights cannot match, she challenged Bosjathfort to a duel to avenge her parents and Mugumica; however, she was defeated by Bosjathfort—who was well-versed in Diver combat—and left unconscious.



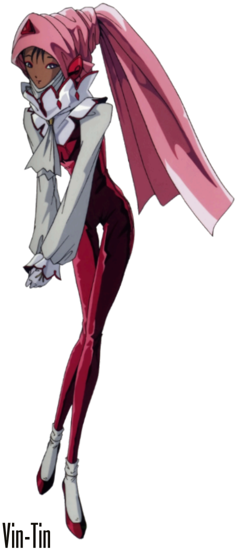
Fatima Concord

A Fatima of distinguished lineage inherited by Depre from Jabo. She possesses vast combat experience and is highly regarded throughout the Star Cluster. During the Battle of Hathuha's Liberation, she was seen wearing her formal suit—bearing the A-Toll emblem—rather than her usual, more relaxed Plastic Suit.



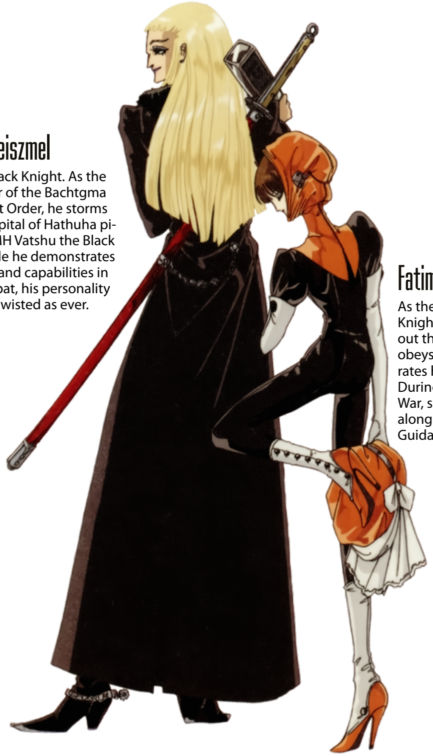
Fatima Corona

Fatima to the Hathuha Knight Mikel Joy Gira, who transferred from the Eetoramuru. She fights against the Bachtma alongside her master in the A-Toll Swans BS to protect the land of Hathuha. Her Meight is Natorium King Sakurako.



Fatima Vin-Tin

Ballanche Fatima No. 5, also known as "Niimu." Although she is the younger sister immediately following Candana, she is said to possess a very attentive and considerate nature—a trait likely essential for serving as Jaquous's partner.

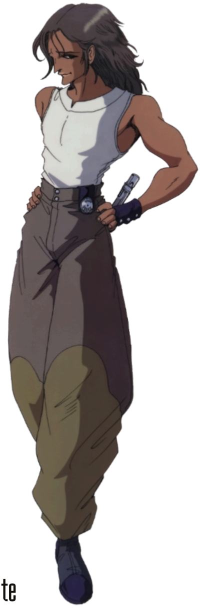


Decors Weiszmel

The third Black Knight. As the commander of the Bachtgma Black Knight Order, he storms the royal capital of Hathuha piloting the MH Vatshu the Black Knight. While he demonstrates high command capabilities in group combat, his personality remains as twisted as ever.

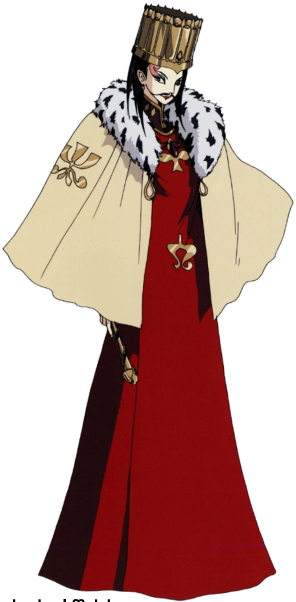
Fatima Est

As the partner of the third Black Knight, she strikes fear throughout the Star Cluster. She dutifully obeys Décors, even when he berates her with threats to "kill" her. During the Hathuha Liberation War, she fights against Bachtgma alongside the forces of the Holy Guidance Dynasty Federation.



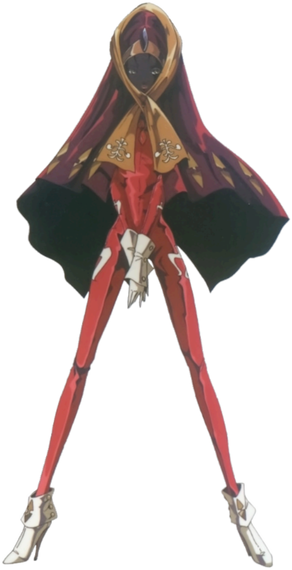
Araragi Haite

A knight of the lowest rank—so weak that he fails to gain Fatima's recognition. Although he previously cracked down on thugs as part of the Knight Police, he saw the outbreak of the Magic War as an opportunity to make a name for himself and joined Bachtgma. While he bears a resemblance to Kaien in terms of atmosphere, his actual ability is worlds apart.



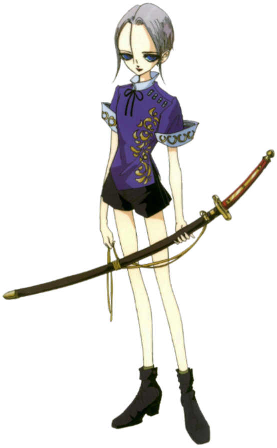
Krakenbeal Mejojo

In the early 3000s, he seized the seat of power of the Mejojo Dynasty through sheer ability and became Great Emperor. True to his bellicose nature, he was the first to deploy troops to Hathuha, clashing with the Fillmore Imperial Knights at the Nakakara border. He sports a striking beard—fitting for a Great Emperor, perhaps?



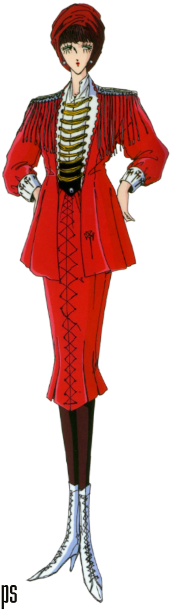
Fatima Andromeda

Ballanche Fatima No. 19. The choice of the young Krakenbeal for her public debut caused quite a stir at the time. She is distinguished by her long limbs and exotic features, reminiscent of the Maasai people.



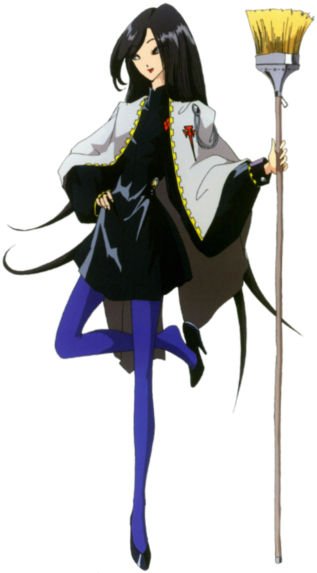
Warz Ende Babylon V

Rogner, a third-generation clone boy, was assigned to the comedy group because he was "laughably strong." He surpasses the L.E.D. Mirage in the power balance chart.



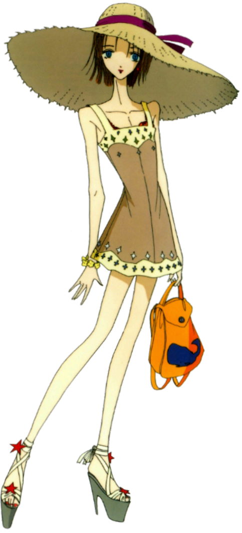
Dippa Dorops

The head of the A.K.D. Medical Division. Given that she is not listed among the members of the 3rd Mirage Knights, it appears she has become a "No-Number" Mirage. Seeming frustrated by the continued stance of non-intervention regarding Bachtgma, she mutters, "I suppose there's no role for us, then."



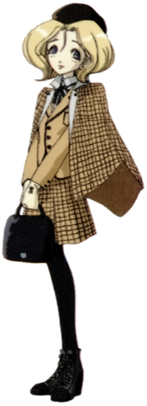
Panard Lie Ex Atwight

Mirage Knight Number 15. Her formal name is Mel Panard Lie Ex Atwight. Having lost her mother at a young age, she has grown into a young woman by the time the Magic War begins. Before long, she will likely come to resemble Lie even more closely.



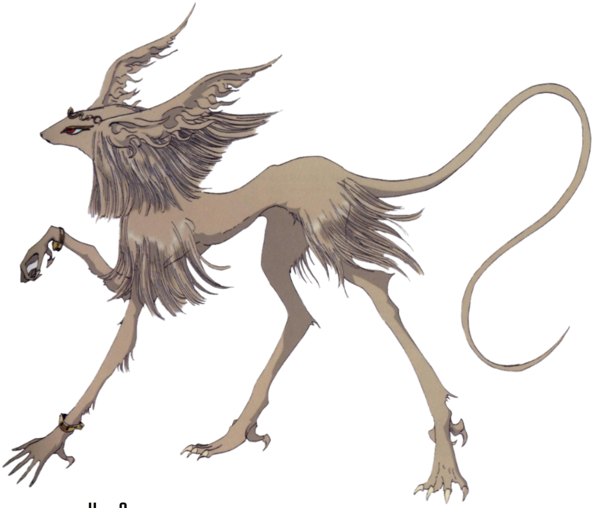
Lachesis

Lachesis is wearing a slightly oversized Zucca dress. It seems to be a particular favorite of hers, as there is a later scene where Sopp borrows and wears it. The hat and sandals likely make up the outfit she wore when she joined Hathuha.



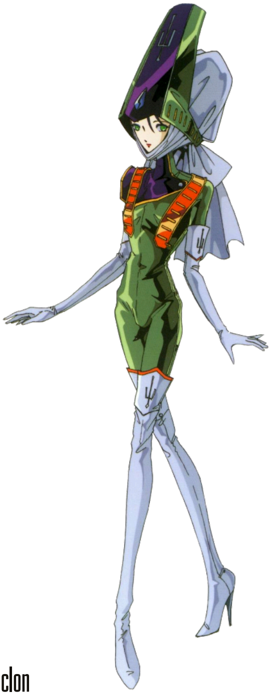
Cha Tea

A self-proclaimed ordinary high school girl attending Mesa Luminous Academy. Harboring an inferiority complex toward her much older sister, she has left home to live in the school dormitory. She looks surprisingly natural in a maid outfit—but is she actually the most important figure in the Amaterasu family?



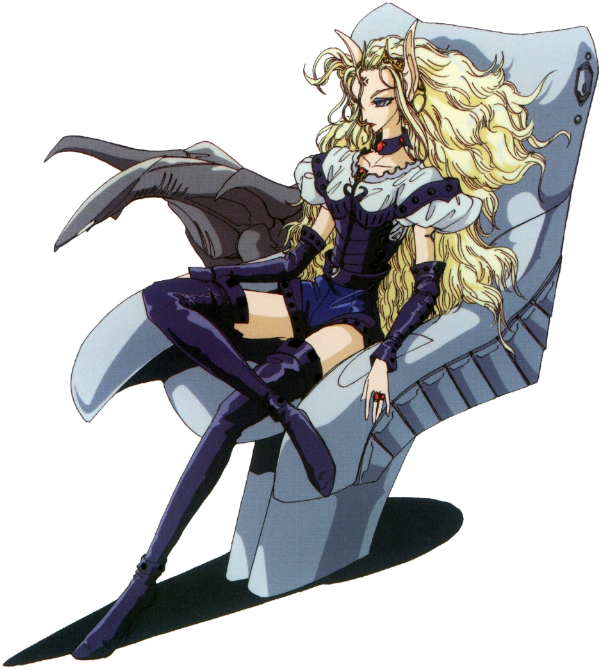
Yan Que

A Feather Dragon larva. Its reincarnation had been sealed for twenty years due to the contract Mugumica made to summon N•E•I•N back. Unlike a certain "strongest lifeform" known as the Joker, it possesses a truly graceful appearance.



Fatima La Cyclon

One of the "Wind" Fatimas created by Arsenic Ballance. She faces constant stress supporting Sayly, the "Gale-Force Delinquent Princess." As an Arr-series Fatima, how will her showdown with her younger sister, Yurikenne, ultimately play out?

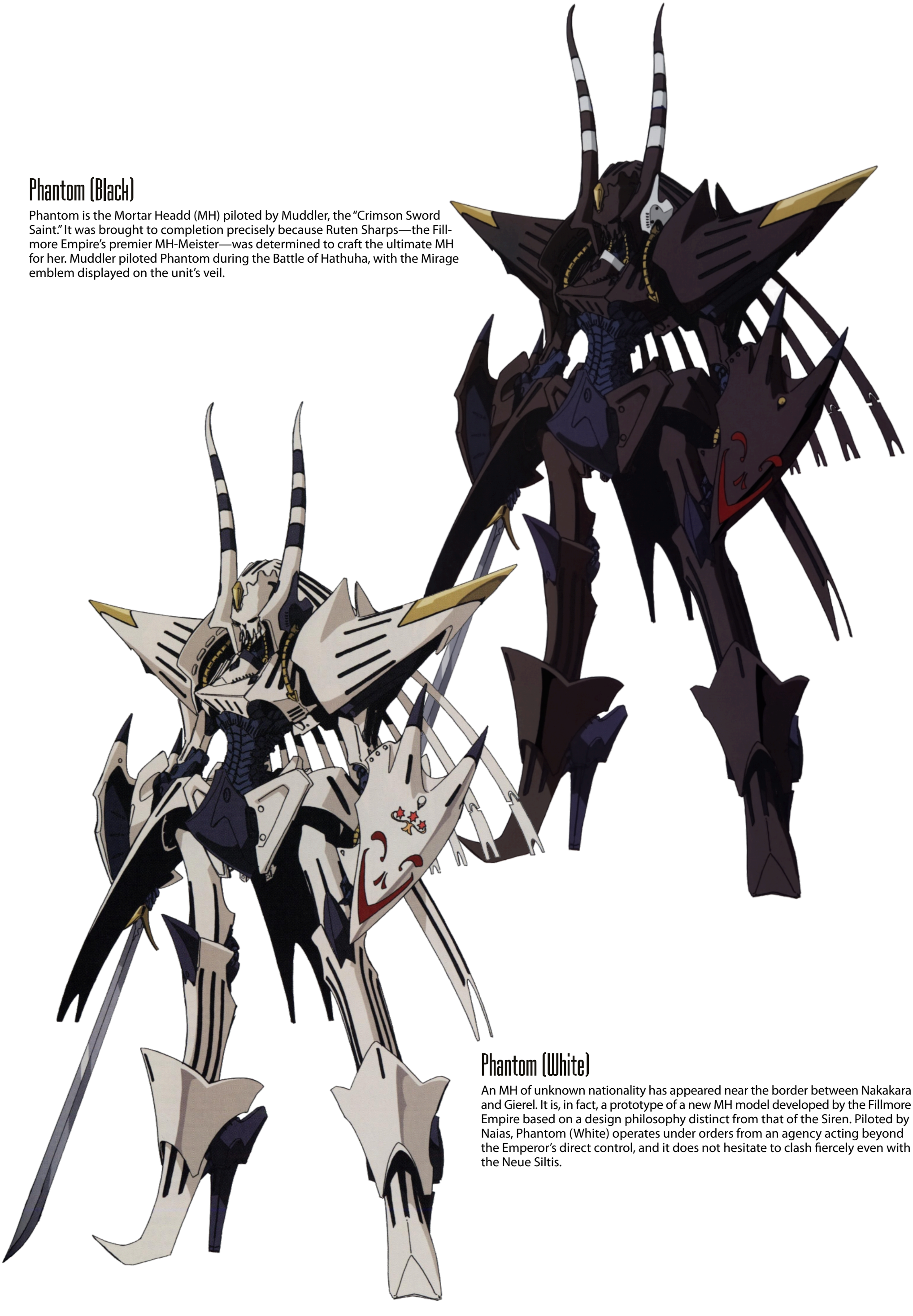


Silvis Mirror

A combat android of the Anchor type and a prototype from Silvis. Although a partner to Sentimer, she appears as a member of the pantheon of gods. She is also a well-known character originally used by Mamoru Nagano in Phantasy Star Online.

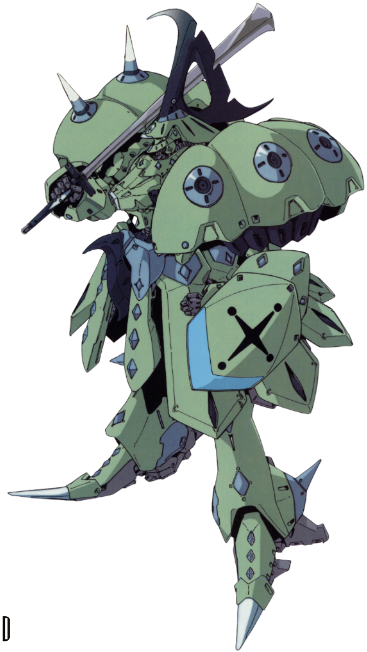
Phantom (Black)

Phantom is the Mortar Headd (MH) piloted by Muddler, the "Crimson Sword Saint." It was brought to completion precisely because Ruten Sharps—the Fillmore Empire's premier MH-Meister—was determined to craft the ultimate MH for her. Muddler piloted Phantom during the Battle of Hathuha, with the Mirage emblem displayed on the unit's veil.



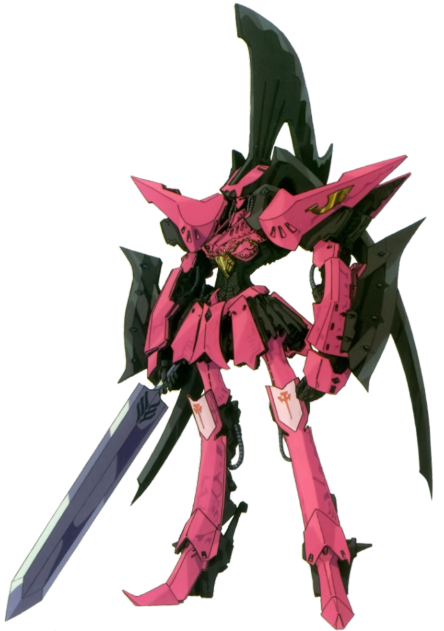
Phantom (White)

An MH of unknown nationality has appeared near the border between Nakakara and Gierel. It is, in fact, a prototype of a new MH model developed by the Fillmore Empire based on a design philosophy distinct from that of the Siren. Piloted by Naias, Phantom (White) operates under orders from an agency acting beyond the Emperor's direct control, and it does not hesitate to clash fiercely even with the Neue Siltis.



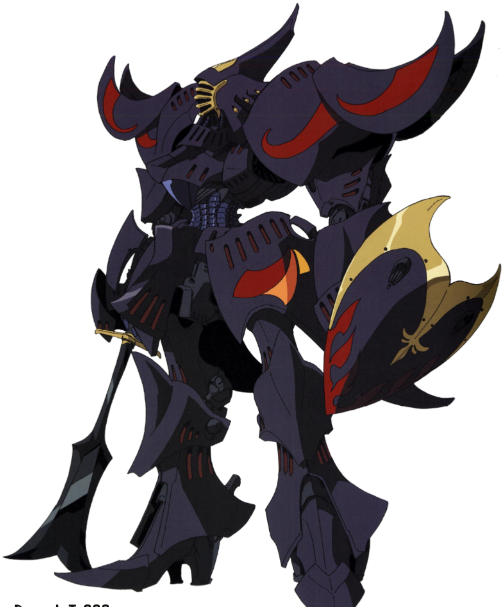
Siren D

These are the Sirens used by knights selected from the Red, Black and Blue groups of the Neue Zilch when they faced Mejojo in battle at Nakakara. The groups can be distinguished by the trim on their heavily armored frames.



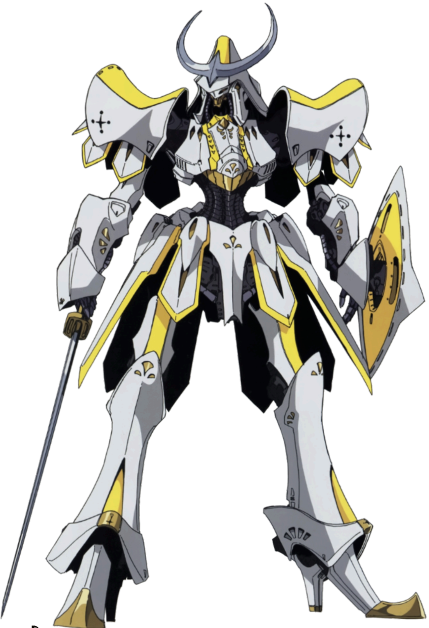
Meightyα Akatsukihime

A top-ranked Mortar Headd (MH) of the Star Cluster, developed by Diamond Neutral and powered by an engine provided by Amaterasu; it is bestowed upon Maximum by Amaterasu.



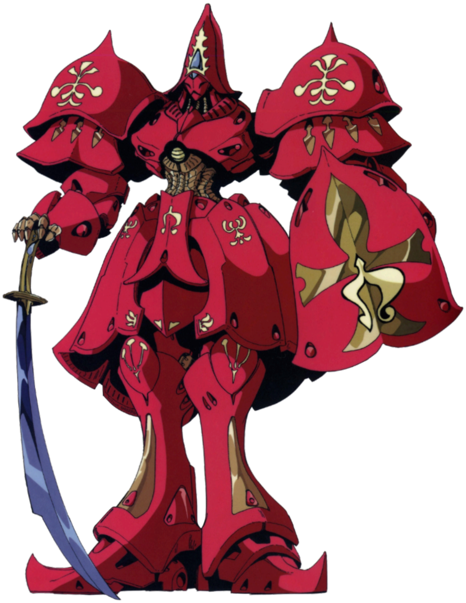
Boctok T-233

The mysterious black Mortar Headd that appeared alongside the Phantom belonged to the Booray Mercenary Knights. According to Lapis's analysis, the unit is powered by an A-Toll engine and built upon a Phaedra frame. The unit is organized into companies based on the colors of the rainbow.



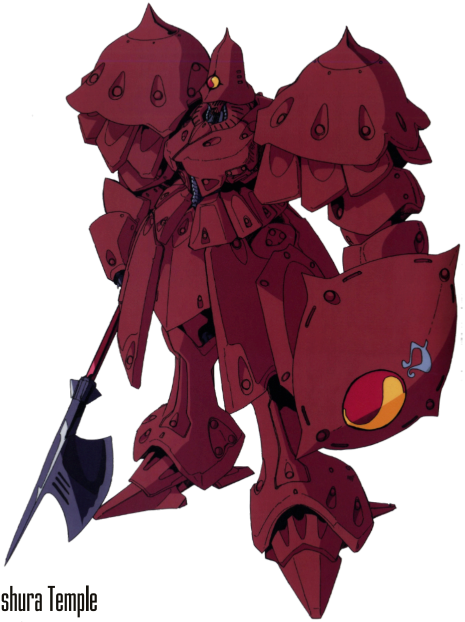
Siren R

A hunter-type MH used by the Neue Zilch White Knight Order. Thirty units have been deployed, with Gyancy Galla serving as the commander. Dai Gu was surprised to see how heavily soiled these brand-new machines became after just a single combat engagement. They feature a striking design that is somewhat reminiscent of traditional samurai armor.



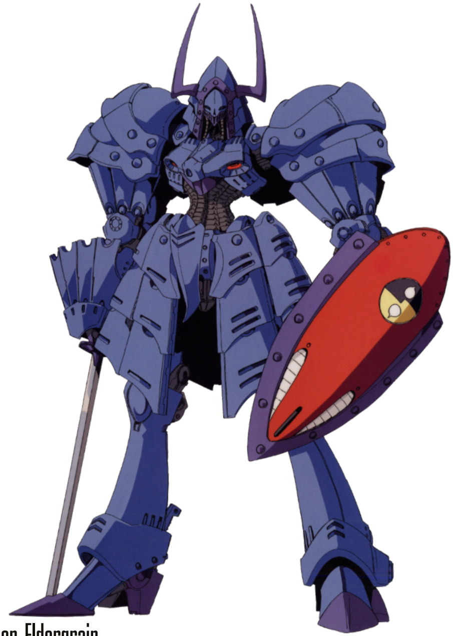
Kishin-Kongo/Flamberge Temple

This is a mount exclusively for the Great Emperor, commissioned by Krakenbeal Mejojo from Diamond Neutral; naturally, only a single unit was ever produced. It is based on the Ashura Temple but incorporates special specifications.



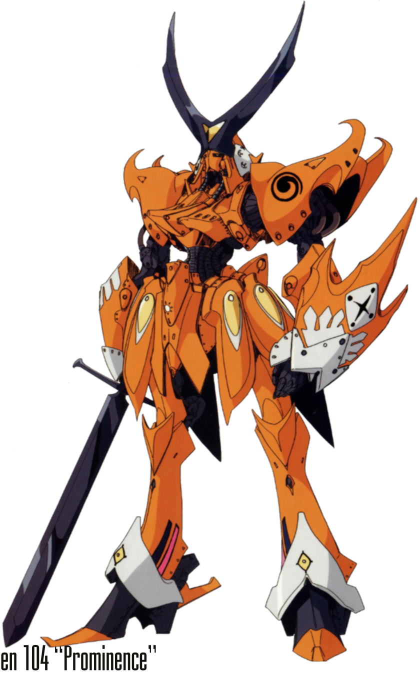
Ashura Temple

The first Mortar Headd (MH) designed by Diamond Neutral. It boasts such high performance that it has been adopted not only as the official MH of the Mejojo Order of Knights but also by multiple other nations. It is characterized by heavy armor and optional sub-arms. Est was involved in the final balance adjustments.



Groon-Eldergrain

An Mortar Headd created by Mortar Headd Meight and Rowmiran Xbin after they left Fillmore. It is owned by Aio Rane, the commander of the Knight Order of the Justakarg Principality. It is a "sibling" MH to Vatshu the Black Knight, sharing approximately 70% of its parts.



V-Siren 104 "Prominence"

This is the Emperor's personal mount, finished in "Margaret Yellow"—the signature color of the House of Fillmore. It shares the same structural design as the Neptune. Although its combination of a compact frame and a high-strung, temperamental engine makes it somewhat difficult to handle, it possesses enough power to shatter the armor of an Ashura Temple in a single blow.

The Five Star Stories

CHARACTERS #12

FSS#12:CHRISTINE& EMPEROR'S BANSHEECA

Why Do We Fight?! The Magical War Stirs Amidst the Anguish of Youth!

●After the fall of the royal capital, Beiji, Haird—who had fled the palace with the unconscious Princess Magdall—found himself cornered by Shippu no Kaeshi and Unryu no Kesagi, only to be saved by the Loundwound Spacorn. Meanwhile, having been ordered by Gila to investigate Nakakara, Arr heads straight for Nakakara alongside Ganja and Vector. Along the way, Green Neper—intent on demonstrating the power of the Machine Messiah AUGE to the entire Star Cluster—blocks their path, but they are saved when Princess Sayly Colus joins the fray and declares, "I'll blow away anyone who lays a hand on Arr." Burning with a desire to take down Décors, John reunites with Aisha and becomes the master of Palsuet in exchange for serving as her enforcer. Empress Dowager Gong Huijia visits Emperor Dai Gu, who is stationed at Nakakara. In response to Keina's question, Dai Gu states that the war's objective is the migration of the Fillmore Empire to Böth, demonstrating his resolve to bear the stigma of being an invader. Christine, who had been reeling from the trauma of battle, learns from Ena that the earrings Dai Gu gave her were intended for his future wife; she then resolves to stand before the Emperor once more and fight as his sword.

●**The Five Star Stories, Vol. 12**
Collects material published in the monthly magazine **Newtype** from the July 2003 issue through the August 2004 issue, and from the October 2004 issue through the December 2004 issue.

CHARACTER

Natrium Funfuto A-Toll
ナトリウム・フンフト・アトール

Yan Qie
楊貴（ヤンギ）

N·E·I·N
ナ・イ・ン

Ladios Sopp
レディオス・ソープ

Fatima Auxo
ファティマ・アウクソー

Meeth Silver Ballanche
ミース・シルバー・バランシェ

Dis Bosjathfort
ディス・ボスヤスフォート

Joe Jid Matoria
ジョー・ジィッド・マトリア

Décors Weiszmel
デコース・ワイズメル

Fatima Ninaris
ファティマ・ニナリス

Fatima Est
ファティマ・エスト

Shippu no Kaeshi
疾風のカエシ

Unryu no Kesagi
雲竜のケサギ

Haird Grover
ヘアード・グローバー

Magdall A-Toll
マグダル・アトール

Warz Ende Babylon V
ワルツ・エンデ・バビロンV

Fatima Ietta
ファティマ・イエッタ

Elena Kunikova
エレーナ・クニャジコーワ

Princess Ietta
アイエッタ姫

L.E.D. Dragon
L.E.D.ドラゴン

Satan
サタン

Kallamity Godarce
カラミティ・ゴーダース王

Lotus Balounga
ロータス・バルンガ

Therius
テリウス

Nina
ニナ

Maggey Corter
マギー・コーター

Mikel Joy Gira
マイケル・ジョーイ・ギラ

Arr Fortissimo Melody 4
アルル・フォルティシモ・メロディ4

Schmyth
シュマイス

Vector Akagi
ベクター・赤城

Ganja Volts
ゲンジャ・ボルツ

Series P. Panafrancis Cyan
シリーズ・シアン

Fatima La Krautoma
ファティマ・ラ・クラトーマ

Fatima La Hurricane
ファティマ・ラ・ユリケンヌ

Green Neper
グリーン・ネイパー

Fatima Diode
ファティマ・ダイオード

Fatima Asia
ファティマ・エイジア

Sayly Colus
セイレイ・コーラス

Fatima La Cyclon
ファティマ・ラ・シクローン

Ena Dai Gu Fillmore
慧茄・ダイ・グ・フィルモア

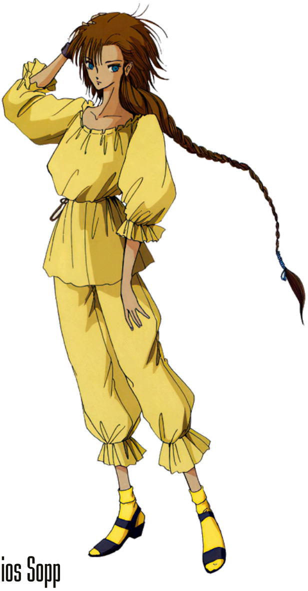
Elmelah Colus
エルメラ・コーラス

Lizard Meistner
リザード・マイスナー

Trao Ballanca	トラーオ・バランカ
Sharie Ballanca	シャーリィ・バランカ
Mallory Viewlard Hiarak	マロリー・ヴュラード・ハイアラキ
Fatima La Mousson	ファティマ・ラ・モンスーン
Aisha Roumer	アイシャ・ルーマ
Loundwound Spacorn	ランドアンド・スパコーン
Senkoukei Tomoe	泉興京巴
Fatima Tisphone	ファティマ・ティスホーン
Naias Brünhilde	ナイアス・ブリュンヒルデ
John Weinzel	ヨーン・バインツェル
Fatima Giselle	ファティマ・ジゼル
Dougulus Kaien	ダグラス・カイエン
Shikerubu Yukinojo	シケルブ・雪之丞
Jabo Beat	ヤーボ・ビート
Araragi Haite	アララギ・ハイト
Baggy Buch	バギィ・ブーフ
Biz Viz (Vins-Viz)	バイズビズ
Mell, Rince Usare Tama	メル・リンス・ウザーレ・ターマ
Agari no Kimi	東の君
Amaterasu no Mikado	アマテラスのミカド
Stateballo Kiedia	ステートバルロ・カイダ
Allen Braford	アーレン・ブラフォード
Qukey Zanda Ritsuko	キュキィ・ザンダ・理津子
Fatima Alekto	ファティマ・アレクトー
Princess Tightnaven	プリンセス・タイトネイブ
Ikaruga Ouji	斑鳩王子
“Schaft” Burgle dé Leizer	“シャフト” バーグル・デ・ライシァー
Bester “Close” Orbit	ベスター・“クロース”・オービット
Muley Kinky	ミューリー・キンキー
“Python” Adrien Targ	“パイソン” エイドリアン・ターク
Muddler Moirai	マドラ・モイライ
B-B-A-6	ビビエ・6
DB9	DB9
FS3	FS3
Rupert II	ルーパート2世
Balter Hudler	バルター・ヒュードラー
Eetoramuru Fatima	エトラムルファティマ
Majole Lebenheite	マヨール・レーベンハイト
Fatima Hugtlang/Emily	ファティマ・ヒュートラン／エミリィ
Fatima Kyo	ファティマ・京
Fatima Palsuet	ファティマ・パルスエット
Lachesis	ラキシス
Panard Lie Ex Atwight	パナール・リィ・エックス・アトワイト
Dougeran Roth	ダグエラン・ルス
Radonway	ラドンウェイ
E-V-3	イーヴィー3
Earth Dragon	アースドラゴン
Nio Hathler	ニオ・ハスラー
Gyancy Galla	ジャンシー・ガラー
Erniuth Dai Gu Fillmore V	エラニュース・ダイ・グ・フィルモアV
Miyaza Heczey	ミヤザ・ヘクゼイ
Anessa Tilber	アネッサ・ティルバー
Fatima Candana	ファティマ・チャンダナ
Christine V	クリスティン・V
Fatima Ochestro	ファティマ・オキストロ
Fatima Parasha	ファティマ・パラーシャ
Ian König	イアン・ケーニヒ
Viorate Tryton	ビオレート・トライトン
Blreno Canzian	ブルーノ・カンツィアン
Borusa Basco A-Toll	ボルサ・バスコ・アトール
Fatima Queen	ファティマ・クーン
Muse van Reyback	ミューズ・ヴァン・レイバック
Nonna Strauß	ノンナ・ストラウス
Fatima Machi	ファティマ・町
Natrium Xing Sakurako/Kirsten Star	ナトリウム・シング・桜子／キルスティン・スタ
Climber Peidoll	クライマー・パイドル
Wascsha Cordante/Cha Tea	ワスチャ・コーダンテ／ちゃあ・てぃ
Chartie Wood	チャーティ・ウッド
Miss Lucy	ミス・ルーシー
Voards Viewlard	ボード・ヴュラード

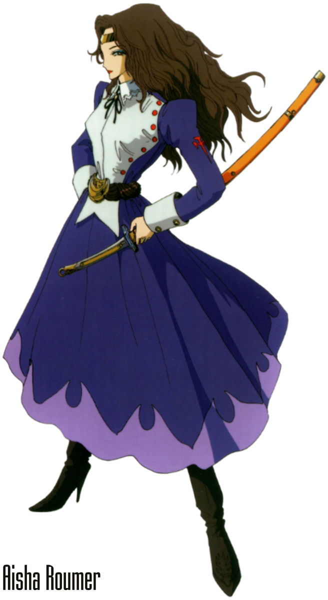
MORTAR HEADD, SHIP & VEHICLE

Schpertor K.O.G.	シュペルター・K.O.G.
Gastness Temple	ガスト・テンプル
A-Toll SKS	A・トール・SKS
Engage Octaver SR1	エンゲージ・オクターバーSR1
A-Toll Seritti	A・トール・スクリティ
Helmine	ヘルマイネ
Machine Messiah AUGE	マシンメサイア・オージェ
Devoncha	デヴォンシャ
Phantom (Scarlet}	ファントム・スカーレット
Engage Octaver SR3	エンゲージ・オクターバーSR3
Berlin SR2	ベルリンSR2
Boctok T-233	ボストークT-233
Siren B, C, D	サイレンB／C／D
Canalcode Area Nine	カナルコード・エリア・ナイン
Schakter	シャクター
Ashura Temple	アシュラ・テンプル
The Knight of Gold as Luminous	ザ・ナイト・オブ・ゴールド・ルミナス
The Knight of Gold	ザ・ナイト・オブ・ゴールド
T-64	T-64



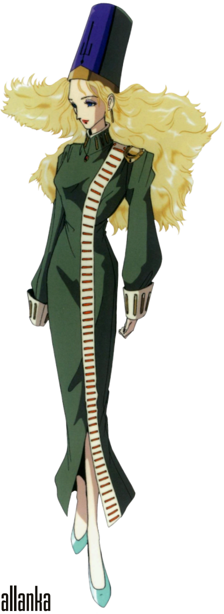
Ladios Sopp

Although he is the protagonist of the main story, he has recently shifted his role almost entirely to comic relief. To humor a bored Lachesis, he goes on an outing to Böth, a land currently embroiled in conflict. After arriving in Hathuha, he becomes an apprentice to Dr. Maggey Corter, a Mortar Headd Meight.



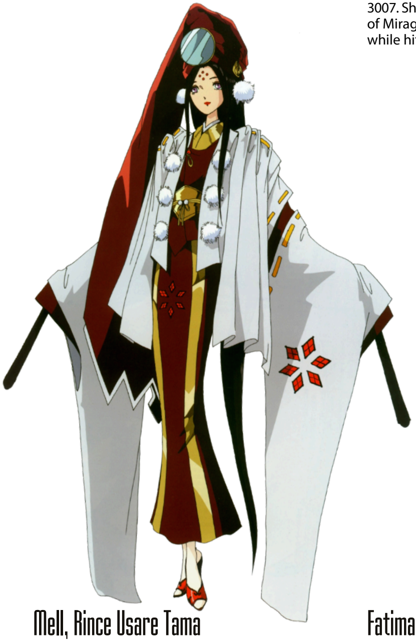
Aisha Roumer

The second-in-command of the Mirage Knights' Right Wing. She is a princess of the Cordante family—a direct branch of the Amaterasu House—and was originally a princess of the Duchy of Cordante; however, due to issues such as her unruly behavior, she ascended to the throne as Queen of Luma in the year 3007. She entered the Böth system with a small group of Mirage Knights and picked up Mallory Meistner while hitchhiking.



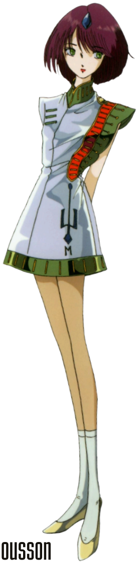
Sharie Ballanka

Formerly the No. 14 Knight of the Mirage Knights (Right Wing). She left the Mirage Knights after taking responsibility for a scandal involving Torao Ballanka; upon her departure, she pledged her right arm to Amaterasu. Although Sharie has not utilized her powers as a knight since then, she applies the knowledge and experience gained during her time as a knight and ambassador to her work in Colus.



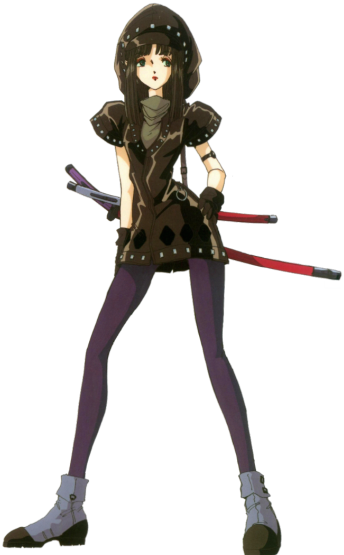
Mell, Rince Usare Tama

She has taken over the role of leader of the Divers Para Guild from Amaterasu. She is an avatar of Amaterasu, appearing as a beautiful young girl. Possessing Diver Power equal to Amaterasu's, she is a formidable Baia capable of copying every technique of the Sword Saint.



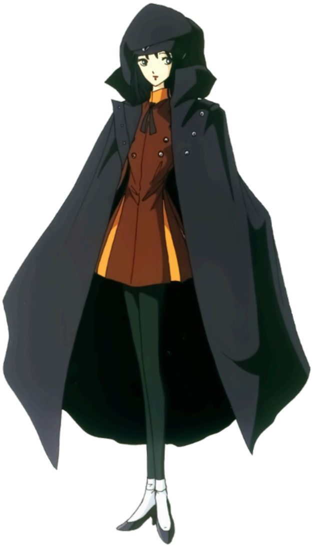
Fatima La Mousson

One of the "Fatima of the Wind of Colus" created by Dr. Arsenic Ballance. Perhaps because she is Mallory's partner, she faces constant worry and stress.



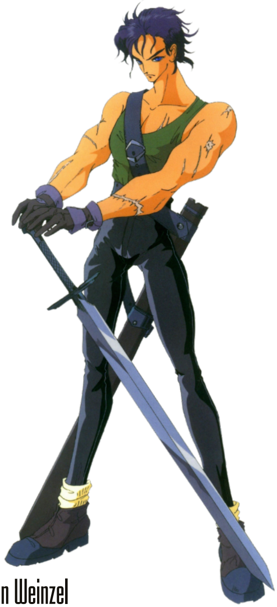
Mallory Viewlard Hiarak

Mission Rouath's younger sister. She is engaged to Yente Meistner, whom she met at university. Currently, she is wandering freely across the Star Cluster, accompanied by Fatima Mousson.



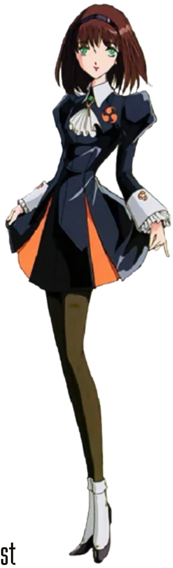
Fatima Palsuet

A factory-made Fatima with no specific maker's mark; she was originally paired with Michael Lester. After Lord Lester was killed on Kastepo in 2989, she endured a wretched, wandering existence until she was taken in by Aisha in 3001; in 3030, she became John Weinzel's partner.



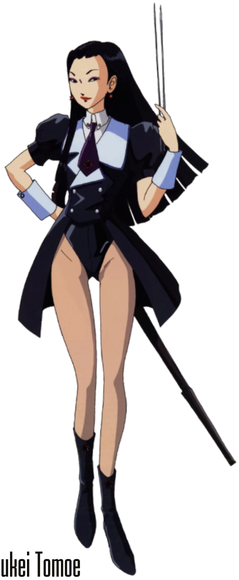
John Weinzel

He was born a commoner on the planet Böth. His knightly blood awakened during his youth, and he wandered with the Fatima Basha. After suffering defeat at the hands of Décors in 2995, he came to harbor hatred toward Knights. In 3030, he met Aisha and witnessed the overwhelming power of the Mirage Knights; he subsequently remained in Hathuha to serve as her private retainer.



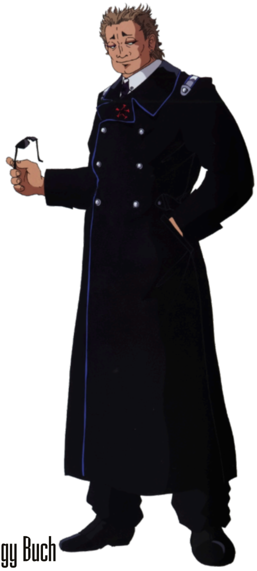
Fatima Est

Est is the signature creation of Dr. Morard Carbide. Following the death of Roados Dragoon in the year 2990, she has a fateful encounter with John on Kastepo. In 3030, she advances on Hathuha alongside the Black Knight, Décors.



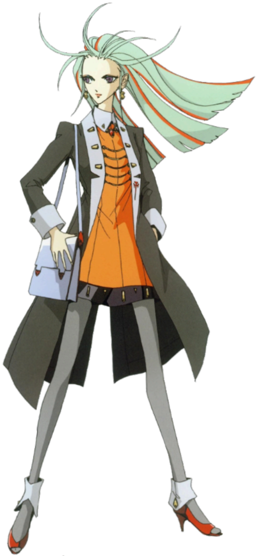
Senkoukei Tomoe

She appears to hail from a noble family in the Pastalk Kingdom on the planet Delta Belun. Although she does not pilot a Mortar Headd—partly due to her dislike of Fatimas—she operates covertly as a ninja for the Bachtgma Magic Empire, primarily in the Kastepo region. She was one of Viscount Hitter's girlfriends, yet she remains unaware of his true identity.



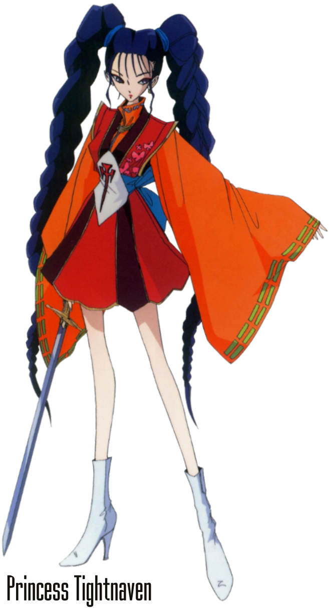
Baggy Buch

A knight of the Bachtgma Magic Empire. He served on the right flank of the Black Knight Décors during the invasion of Hathuha. He is resentful that the MH Schpertor was entrusted to the young knight Jid.



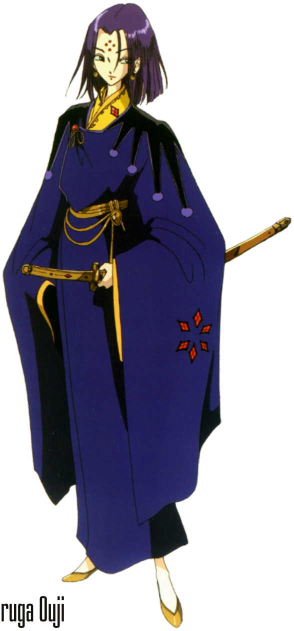
Natrium Xing Sakurako

A Fatima Meight. Although still a young girl, she possesses exceptional talent as a Meight. She met John during her childhood and, through that connection, attended high school alongside him in the Principality of Feits. Upon graduating, she set out for the planet Böth with Wascsha in pursuit of John, who had vanished without a trace.



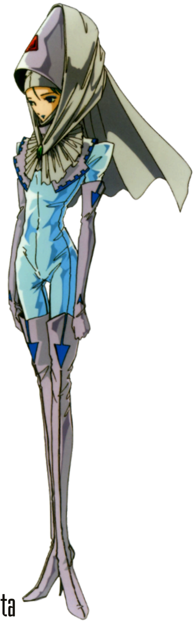
Princess Tightnaven

A princess of the Kingdom of Ceejilak in Kamaanto and the patron of Dr. Diamond Neutral. She had come to the A.K.D. to pitch the Temple Series but—having caught Amaterasu's eye—ended up joining the Mirage Knights.



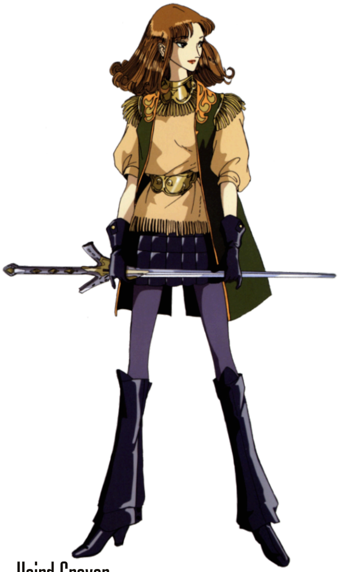
Ikaruga Ouji

Originally a prince of the Senate family—a direct lineage of the Amaterasu clan—he staged a rebellion in the 2900s and was subsequently imprisoned in the Demon's Tower. Following his coming-of-age ceremony in 3010, he was reinstated as Prince Ikaruga of the Emmity family. In 3030, acting as a body double for Aisha, he successfully united the parliament of the Kingdom of Grees.



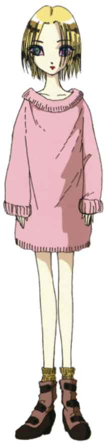
Fatima Ietta

The seventh Ballanche Fatima. She was created specifically for Falk U. Rogner and has served successive generations of Rogners. In the year 3030, she is shown protecting Wascsha and Sakurako alongside Rogner.



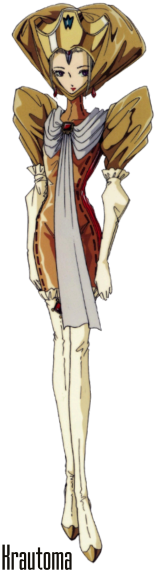
Haird Grover

The leader of the Royal Palace Knights of Hathuha. During the fall of Hathuha in the year 3030, Haird escaped the royal palace with Magtal, guided by the "Empress of Flame." Although she found herself in a desperate situation while being pursued by Bachtgma assassins, she was rescued and taken under the protection of the Mirage Knight Loundwound Spacorn. Her partner is Narusha.



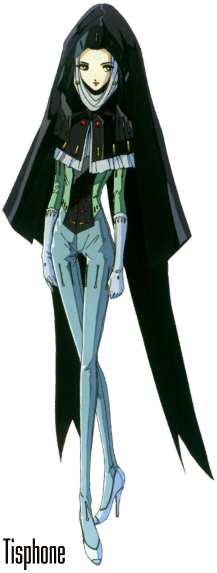
Magdall A-Toll

The elder of twins born to the Sword Saint Kaien and the Hathuha Knight Jabo Beat. She is a powerful Diver who wields all four types of Diver Force and was designated by Mugumica during her early childhood as the next A-Toll Emperor. She is currently in a coma following a defeat in battle against Bosjathfort.



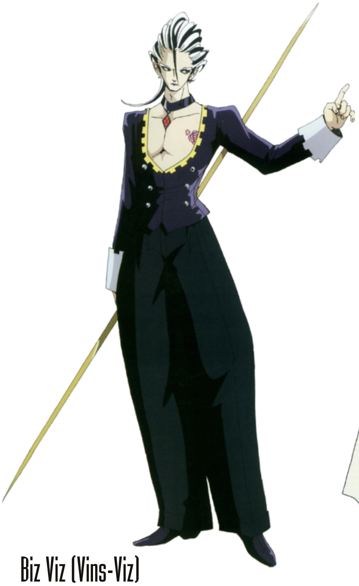
Fatima La Krautoma

Fatima is the masterpiece of Dr. Steel Krupp. She disappeared after Lader VIII handed Neptune over to the Highlander Christine V, and rumors circulated that she was developing Mortar Headds under Dr. Krupp. She reappeared in the year 3030 as Ena's partner



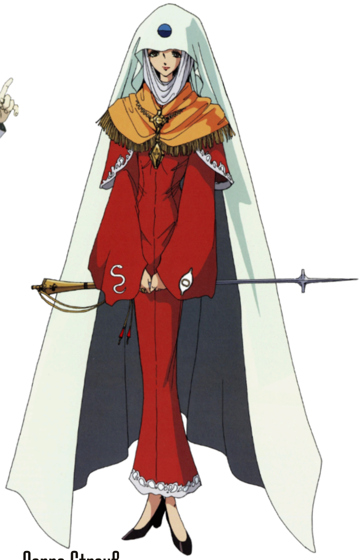
Fatima Tisphone

The 41st Ballanche Fatima. Her partner is the Mirage Knight Loundwound Spacorn. In the year 3030, she entered Hathuha with Lound, rescued Magdall and Haird—who were being pursued by Bachtgma—and examined Magdall, who had fallen into a coma.



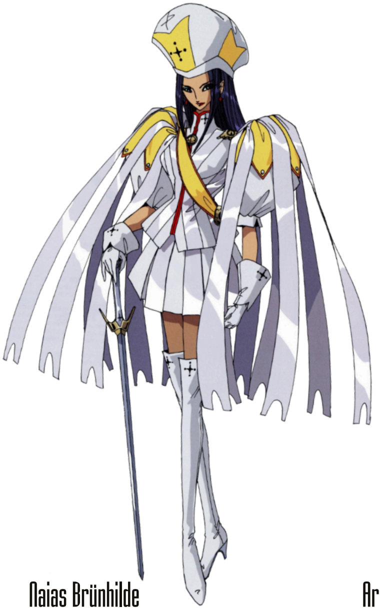
Biz Viz (Vins-Viz)

Mirage Knights Left Wing No. 12. Formerly a member of the secret society Rosenkreuz in Zanda City, he joined the Mirage Knights at Qukey's invitation. Although he is a powerful knight, in the eyes of Braford and others, he is apparently "still in training." His partner is the Fatima Spaluta



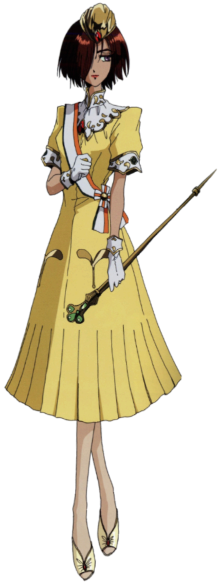
Nonna Strauß

High Priest of the Kubalkan Code of Law. Serving as a bishop directly under the Pontiff, she pilots the MH Cardinal Bang. She is known throughout the Star Cluster as "Nonna of Mercy." She appears to have a past connection to the Fillmore Empire Knight Naias Brünhilde, though the details remain unclear. She is currently engaged in relief efforts for the refugees of Böth, all while harboring a secret scheme—one that risks bringing disgrace upon her name.



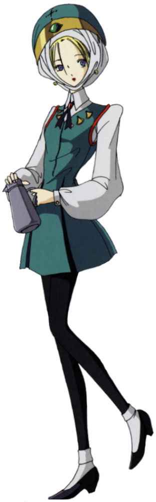
Naias Brünhilde

A knight of the White Group of the Neue Siltis in the Fillmore Empire and commander of the Moegi Knight Order (an instructional unit). Possessing exceptional ability as a knight, he once came within a hair's breadth of being awarded the rank of "Heavenly Knight" (Ten-i). In the year 3030, acting under orders from the Fillmore Senate, he appeared near the border of the Kingdom of Nakakara leading the Booray Mercenary Knights and invited John to join the order.



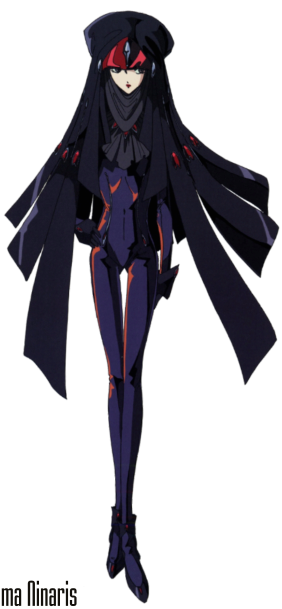
Arr Fortissimo Melody 4

Princess of the Melody family of the Colus Dynasty, from the planet Jüno. After the Melody family was dissolved due to a scandal involving her father, Piano, she fled with the family heirloom—the Kaien Sword—and the MH Engage, wandering across the Star Cluster. Upon entering Hathuha in the year 3010, she became a knight directly serving Magdall.



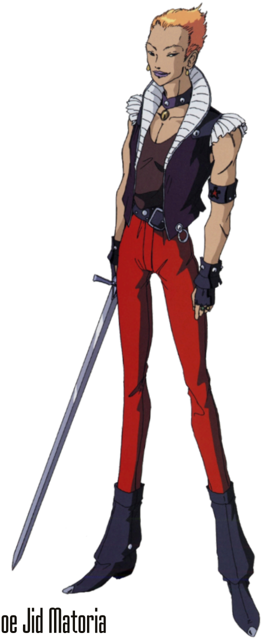
Fatima Ochestro

Fatima created by Dr. Sarita Usu Zinc. She is the partner of Ian König, a member of the Arcana Knights—the knights of the Fillmore Empire's imperial court. Given the nature of her master, she faces constant hardships.



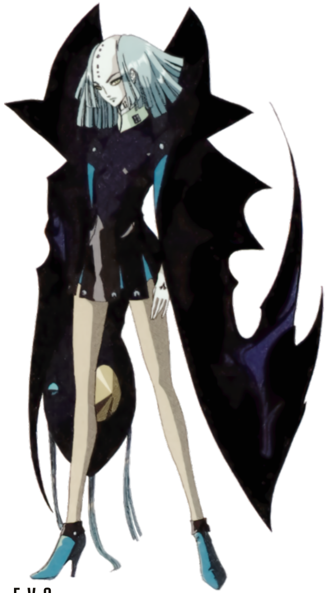
Fatima Ninaris

Fatima created by Dr. Steel Koop. She is the partner of Joe Jid Matoria, a knight of the Bachtgma Magic Empire. When Jid discovered the MH Schpertor, she examined the machine's cockpit.



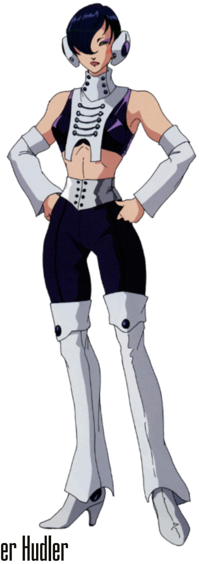
Joe Jid Matoria

A knight of the Bachtgma Magic Empire. During the invasion of Hathuha, he participated in the Battle of Beiji piloting the MH Awaken as a subordinate of the Black Knight Décors. He requested the Schpertor as a reward for his military achievements. He later came to be known as "Jid of Depravity," though details remain unknown.



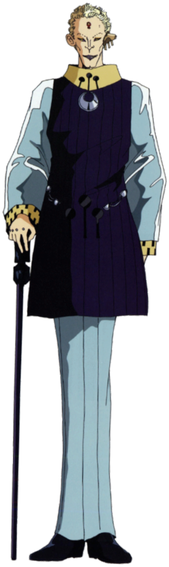
E-V-3

Hentai-sei Phallosdy Canaan Shuvari-kou. A knight created via the System Caligula. Tasked with tailing and monitoring Arr, the knight has infiltrated the Kingdom of Nakakara. Its entire body is equipped with biological weapons.



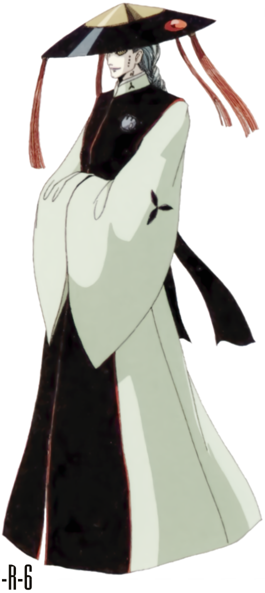
Balter Hudler

Meight is an MH mechanic for the Konellah Empire. She is currently developing a cutting-edge Mortar Headd (MH) designed to be equipped with an Eetoramuru-class Fatima. Her muscular physique—unusual for an MH mechanic—is said to be the result of her hobby of physical training.



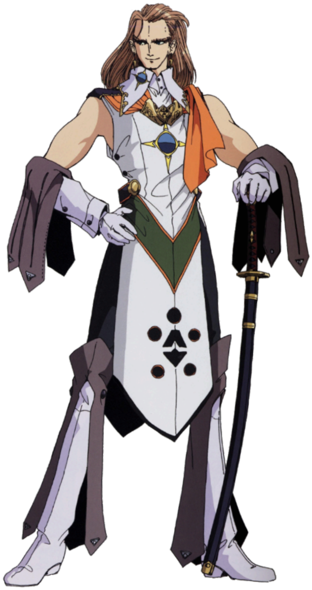
Rupert II

The ruler of the Konellah Empire, an emerging nation on the planet Böth. Ascending to the throne in the year 3000, he closely monitored the movements of other nations on the planet and was quick to reorganize and reinforce the Skeya Order of Knights. In 3030, he entered into a pact with the Knights of Sio and dispatched a contingent—including the knight Lebenheit—to Hathuha.



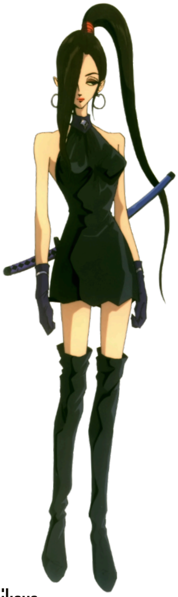
B-B-R-6

One of the knights known as the "Gatekeepers of Shio" who appeared before Rupert II of the Konellah Empire. He is a knight of the Super-Empire, and the Booray Mercenary Knights operate under his command. He receives the loan of the MHs Kahn and Lebenheite from Rupert II.



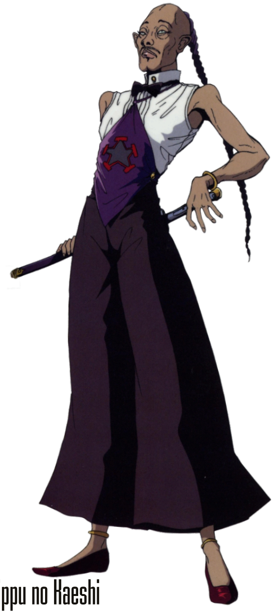
Muse van Reyback

A Cardinal of the Kubalkan Rune Knights and the leading knight tipped to become the next Pope. In the year 3030, he was deployed on a mission to provide relief to Hathuha refugees, serving as both a subordinate and a supervisor to Bishop Nonna. He later participated in the Hathuha Liberation War in 3075.



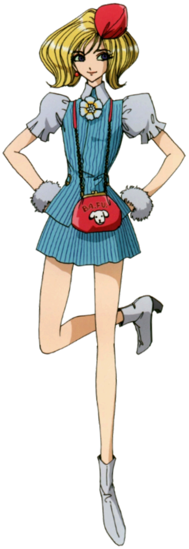
Elena Kunikova

Outwardly, she is an A.K.D. Miss Space Force contestant, but in reality, she is an intelligence operative for the Kingdom of Babylon's Order of Knights. Although she is short—standing 168 centimeters tall—she possesses exceptional ability as a knight. While the status of her relationship with Toccata, a Space Force staff officer, remains unclear, by the year 3030 she is serving as Rogner's secretary and can be seen zipping around the planet Böth on roller skates.



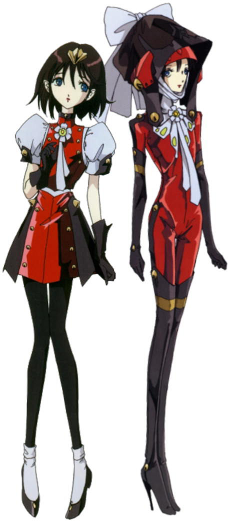
Shippu no Kaeshi

A knight of the Mimiba race from the Karakka region of Planet Böth. Formerly a member of the Burgburdon Order of Knights, he transferred to the Bachtma Magic Empire alongside Kesagi.



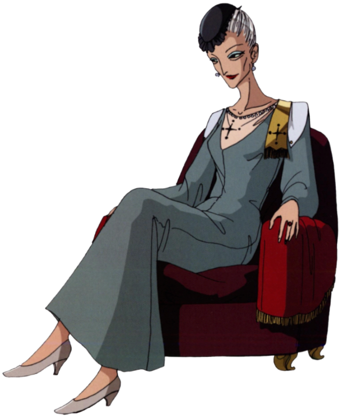
Wascsha Cordante/Cha Tea

She is the second daughter of the Cordante family in the Kingdom of Grees and Aisha's younger sister. She left home at the same time Aisha ascended the throne as Queen of Luma and met Sakurako and John at a high school in the Duchy of Feits.



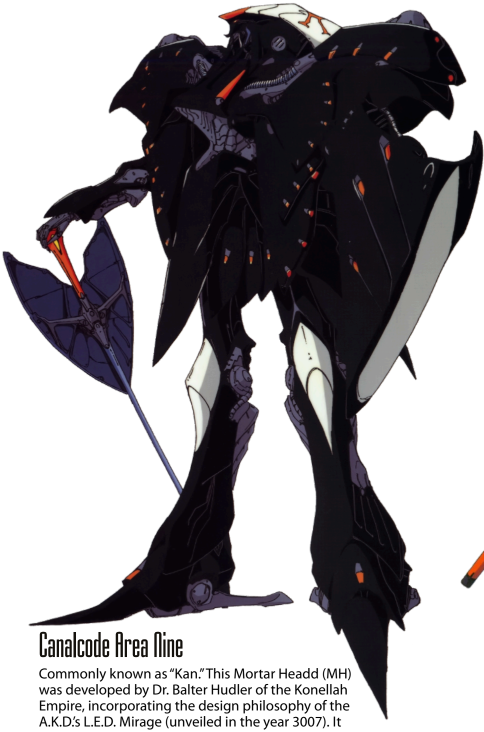
Fatima Hugtlang/Emily

The 21st Fatima created by Ballanche. Although she is technically Ballanche's finest Fatima, a "self-training program" implanted by Dr. Ballanche—who sought specifications surpassing even the supreme "3A" series—causes her to choose only weak Knights as her partners. She serves Wascsha.



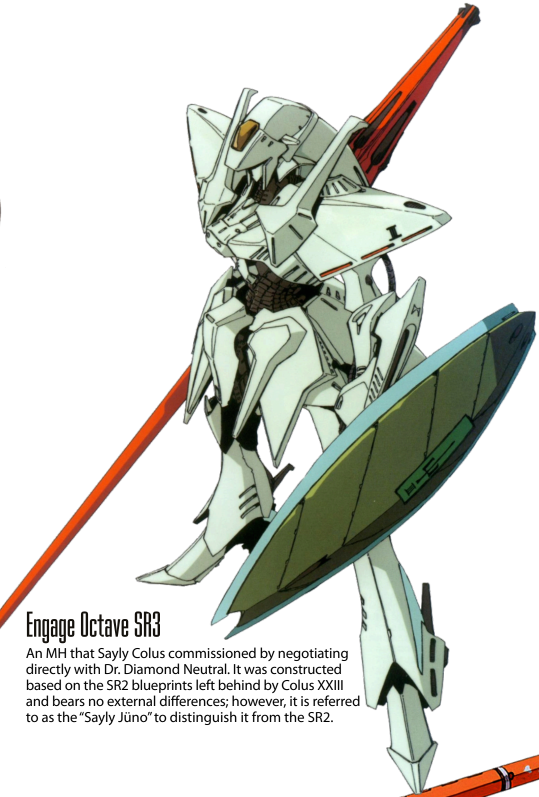
Anessa Tilber

The head of the Tilpar royal family of the Fillmore Empire during the early 3000s. As the leader of the Senate—Fillmore's central governing body—she is the one who secretly contracted with System Caligula and dispatched Naias to Hathuha. She keeps the "Fillmore 5"—who favor Chris—in check.



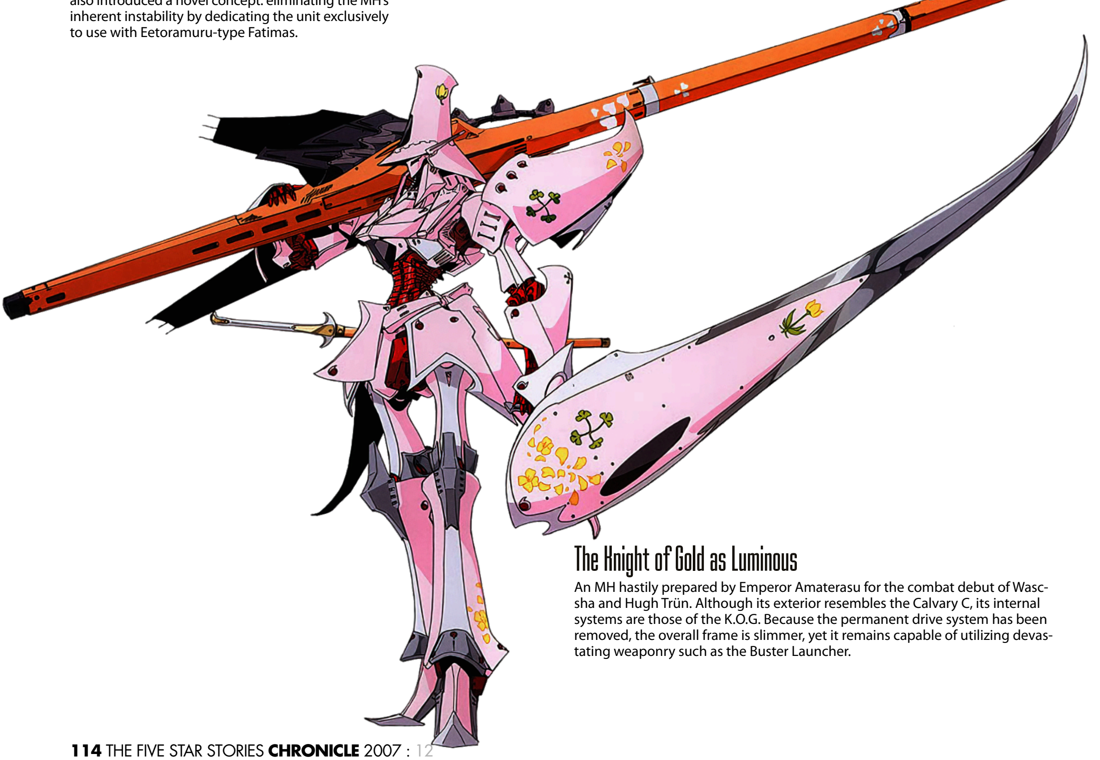
Canalcode Area Nine

Commonly known as "Kan." This Mortar Headd (MH) was developed by Dr. Balter Hudler of the Konellah Empire, incorporating the design philosophy of the A.K.D.'s L.E.D. Mirage (unveiled in the year 3007). It also introduced a novel concept: eliminating the MH's inherent instability by dedicating the unit exclusively to use with Eetoramuru-type Fatimas.



Engage Octave SR3

An MH that Sayly Colus commissioned by negotiating directly with Dr. Diamond Neutral. It was constructed based on the SR2 blueprints left behind by Colus XXIII and bears no external differences; however, it is referred to as the "Sayly Jüno" to distinguish it from the SR2.

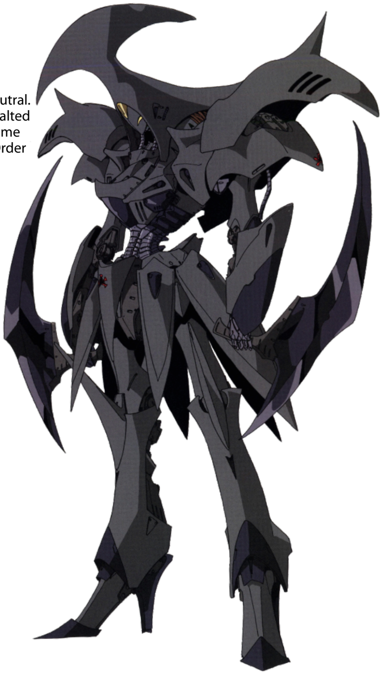


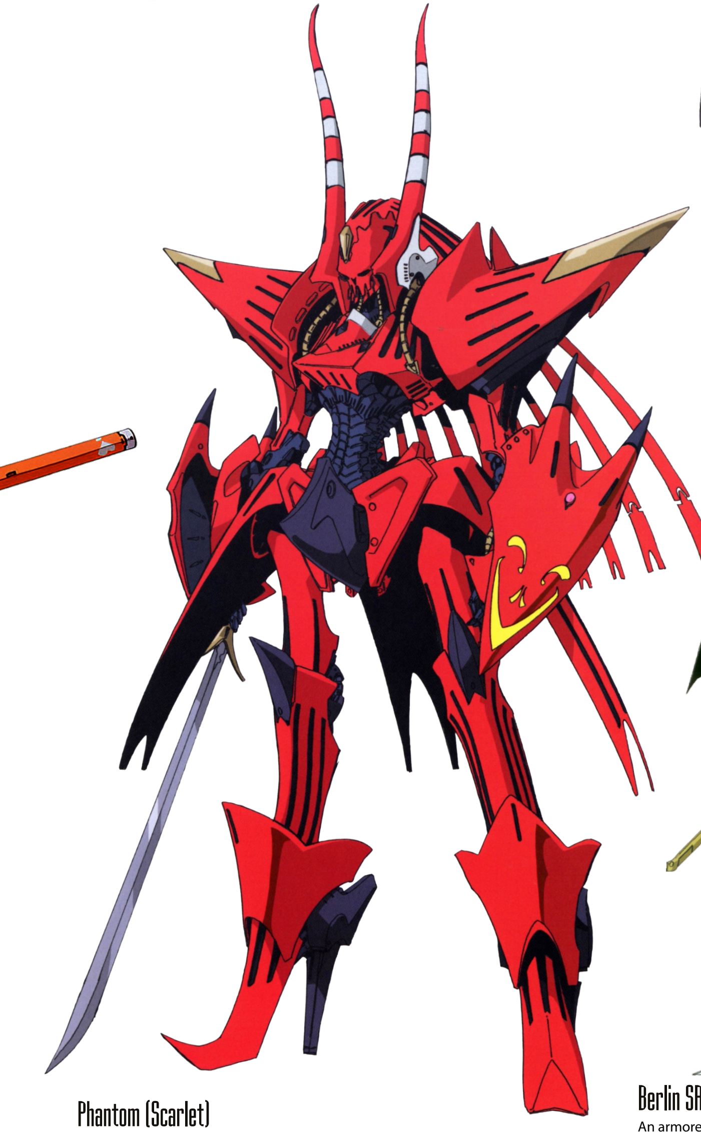
The Knight of Gold as Luminous

An MH hastily prepared by Emperor Amaterasu for the combat debut of Wascsha and Hugh Trün. Although its exterior resembles the Calvary C, its internal systems are those of the K.O.G. Because the permanent drive system has been removed, the overall frame is slimmer, yet it remains capable of utilizing devastating weaponry such as the Buster Launcher.

Gastness Temple

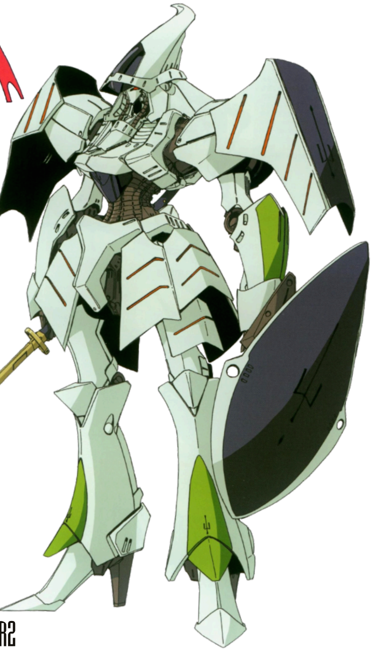
This is one of the units in the Temple Series designed by Dr. Diamond Neutral. Although designed with mass production in mind, manufacturing was halted after only two additional prototypes were built. These two prototypes came into the possession of Kaeshi and Kesagi, members of the Borg-Burton Order of Knights.





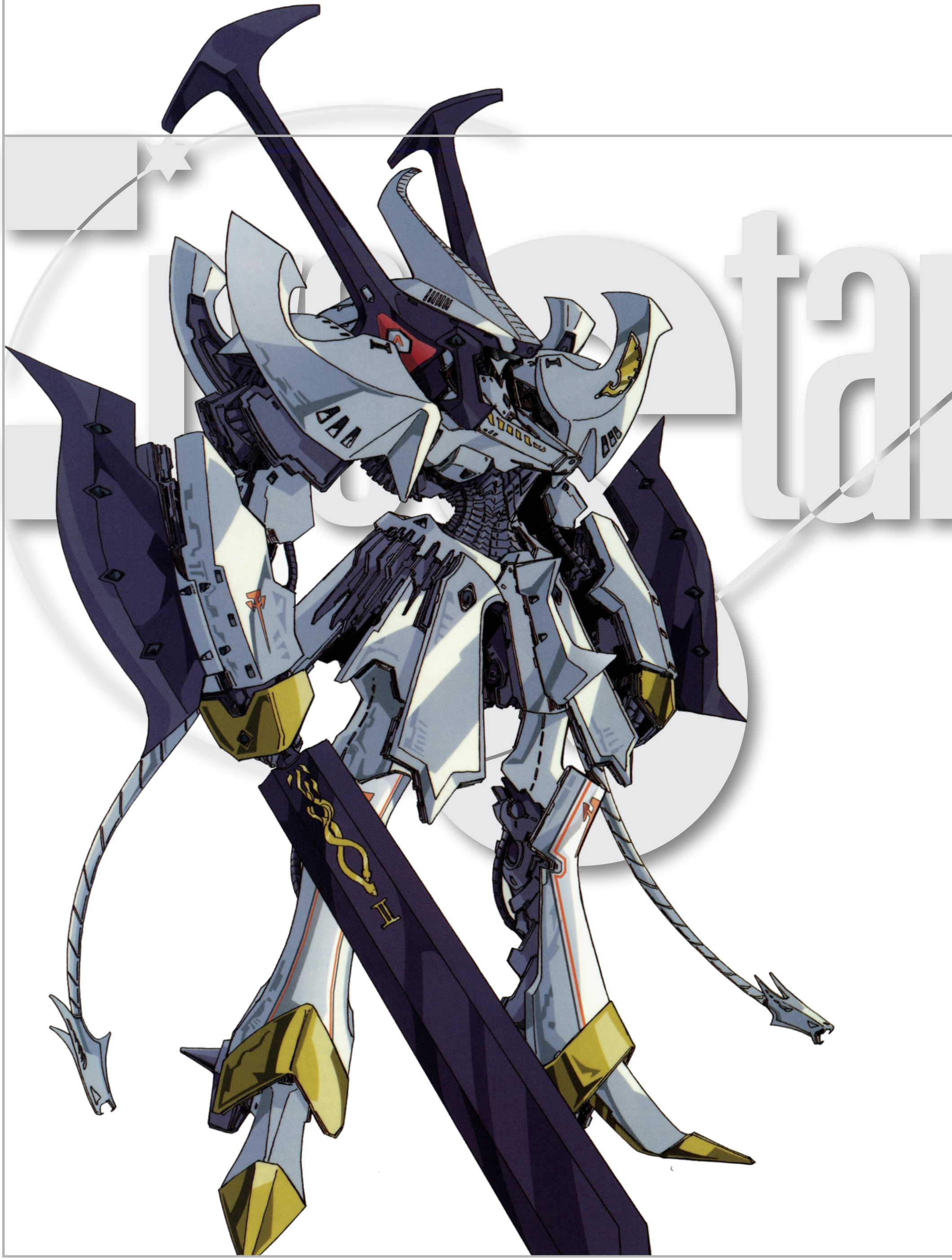
Phantom (Scarlet)

A crimson Mortar Headd that appeared near Nolan in the year 3030 and instantly destroyed the MH Helmine. Its Headliner is the Sword Saint Ena. While said to be a design by Dr. Luten Sharps, there is also a strong theory that it was developed by Dr. Leaky Krupp utilizing the Fatima Krautoma. It is slated to become the next main-line MH of the Fillmore Empire.



Berlin SR2

An armored variant of the Berlin, a masterpiece Mortar Headd (MH) of the Colus Dynasty. It is utilized by the Trio Temple Knights. Six units are stationed in Hathuha to serve as an escort for Princess Sayly during her mission to Böth. As the deployment involves only a small number of units in a foreign land, it has been tuned as an all-purpose MH and appears to be equipped with capabilities for reconnaissance and intelligence gathering.



CHRONICLE 2007

VERY BASIC KNOWLEDGE OF THE FSS

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THE JOKER GALAXY

Joker Star Cluster

The history of the Joker Solar System—the setting of the story—along with the characteristics of the various planets inhabited by humanity; a classification of the types of nations, nobility, and titles found on each world; and an elucidation of the currency system.

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PEOPLE IN THE JOKER GALAXY

The People Living in the Joker Solar System

With the sole exception of their longevity, the vast majority of Joker citizens are ordinary human beings—just like us. This section details the unique abilities possessed by that select handful of exceptional individuals who are born among them with a certain statistical probability: the Knights, the Divers, the Meights, and the Meisters.

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FATIMA FATES

Fatima Fates

Fatima Fates—artificial lifeforms of such exquisite beauty, yet such fragile delicacy. Why, exactly, were they brought into this world? Presented here are illustrated guides to their decadent, plastic-crafted costumes, alongside the power gauges and clearance levels of renowned Mighty Fatimas.

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MORTAR HEADD

Mortar Headd

An in-depth analysis of the history of the Mortar Headd—the ultimate combat weapon created by the Joker Solar System—and the structural mechanics of its external combustion engines. Includes comprehensive data on the three legendary Mortar Headds created by Amaterasu: The Knight of Gold, the L.E.D. Mirage, and the Jagd Mirage.

Mightyγ Suioumaru

History of the Joker Galaxy: Prologue

History of the Star Cluster: Prologue

The human history of the Joker Star Cluster[†]—the so-called "Joker Universe"—comprising five stellar bodies (Eastern, Northern, Southern, Western, and the still-largely-unspoken, errant sun-planet Stant) had, by around the year 1 of the Cluster Calendar, already entered an era of final decline—a period that could aptly be described as its "old age."

Humankind—said to have originated on Delta Belun, the third planet of the First Sun (Eastern), and Kalamity Godarce, the second planet of the Fourth Sun (Northern)—has, like other human species, expanded the scope of its activities since its inception: from the land to the seas, the skies, and finally into space, successfully venturing forth to other stellar systems where humanity had previously not existed.

The expansion of the Joker human sphere reached its zenith during the reign of N.E.I.N—the 9th Emperor of the Farosdi Kanaan Super Empire, known as the "Flame Emperor"—a period spanning approximately 10,000 years prior to the Star Cluster Calendar (during the AD centuries). As N.E.I.N was not only the Emperor but also a Meight of unparalleled ability, he spearheaded the development of the "Ezlazer System," the "Buster Cannon," and the "Diver Force," and furthermore, brought forth the superhuman weapons known as "Knights" (Silvis).

A Knight is a recessive mutant—artificially created through generations of Diver Power and Enhancement manipulation—endowed with astonishing reflexes and physical strength, and developed from genetic information derived from a composite of millions of fertilized eggs based upon artificially produced human reduction-division cells. The Knights were subjected to total control and management by the Imperial Order—a reality that spawned countless tragedies—and consequently, the very name of "Knight" came to be remembered by the governed populace as a symbol of terror.

However, around AD 5000, due to the sudden disappearance of N.E.I.N and the Imperial Council, most Overtechnology was sealed away; consequently, the Super Empire—having lost its overwhelming superiority over other nations—was effectively weakened. As a result, the Knights remaining in the Super Empire scattered throughout the Star Cluster, and their pure blood gradually grew diluted.

Having lost their immense gravitational pull, the Joker-class entities saw their momentum—which had once appeared to transcend even the barriers of space and time—begin to wane; and the sphere of influence that had once spanned the entire galaxy gradually converged back toward the Joker Star Cluster. The inhabitants of the Joker Universe realize that the era in which humanity basked in its glory has come to an end, and that the human race has entered its twilight years.

As the 9000s AD dawned, emerging nations—such as the Kingdom of Grees in Delta Belun and the Fillmore Empire in Kalamity Godarce—rose to prominence, taking the place of the Super Empire as it lost its power. Restrictions on the inter-state use of Overtechnology—which had leaked from the Super Empire—as well as the promulgation of a new calendar, were implemented under the leadership of these emerging nations. This marked the first year of the Star Cluster Calendar.

During the two-thousand-year span centering on the first year of the Star Cluster Calendar—a period marked by ceaseless warfare among interstellar nations vying for territorial expansion—the Star Cluster Law proved effective in curbing the loss and contamination of human habitats caused by the unrestricted use of super-weapons. In place of destructive weapons such as the Buster Cannon and Planet Bomber, the primary combat forces became more primitive armaments—specifically, units like the "Air Barrel" (an aerial tank) and "Grand Headd" (a humanoid robot). Amidst this, individuals possessing overwhelming reaction speeds and physical strength—emerging with a probability of one in several hundred—make their appearance. They, and they alone, were the descendants of the knights who had scattered throughout the Star Cluster following the disappearance of N.E.I.N. Through interbreeding with ordinary humans, this blood—a recessive trait—was diluted; yet, having been passed down to nearly the entire Joker population, it would on extremely rare occasions awaken. Although their capabilities as Knights of the Super-Empire era had diminished, their physical prowess remained overwhelmingly formidable—boasting reaction speeds nearly ten times that of ordinary humans, the ability to sprint 100 meters in three seconds, and the power to leap ten meters into the air with a single kick. In time, they came to be recognized as Knights representing their respective nations.

As if in response to the emergence of the descendants of those knights, toward the end of the AD century, giant humanoid weapons—piloted by these very individuals—were deployed onto the battlefield. Tracing its lineage back to the Grand Headd, this humanoid strategic weapon—standing approximately 15 meters tall—was designated the "Machine Mess." Equipped with the Ezlazer System, it possessed the capability for semi-perpetual operation and was capable of conducting combat missions under any conditions—across land, sea, and air, as well as in the vacuum of space. The descendants of the knights are known as "Headdliners," and their extraordinary combat capabilities—when combined with the Machine Mess—resulted in a dramatic amplification of their mutual powers. By around the year 2000 of the Star Cluster

Calendar, the Machine Mess evolved into a combat machine known as a "Mortar Headd"—a super-weapon standing 15 meters tall and boasting an output of 1.5 trillion horsepower.

However, no matter how formidable their combat prowess, the operation of Mortar Headds—which function at speeds exceeding the sound barrier—demands advanced computational power and situational adaptability. It soon became evident that the cybernetic systems of the era were incapable of keeping pace with the reaction speeds of the Headdliners, thereby preventing the machines from realizing their full potential. The resolution of this problem had to await the passage of time—specifically, until the year 2310 of the Star Cluster Calendar, when Dr. Lithium Balance finally perfected the "Bio-Computation Theory" (the "Fatima Theory") originally proposed by his grandfather, Uranium Ballance.

The humanoid artificial life forms created in the past are a subspecies of humanity—beings manufactured to serve mankind, specifically as substitutes for the fulfillment of sexual desires, for arduous labor, for use in human experimentation, or as expendable assets on the battlefield. Those bio-type androids—variously referred to as "Demilites" and the like—were entities engineered as absolute "consumables:" beings denied not only the right to self-preservation but even the very protection of their own lives, existing solely to render absolute obedience to human commands. Due to public backlash and the inherent difficulties of maintenance, bio-type androids were supplanted by mechanical humanoid robots; by the late AD century, they had all but vanished, eventually fading away into the shadows of the Cluster's history.

Dr. Lithium Balance established a bio-computational system endowed with the reaction speeds of a knight by utilizing the genetic material of Nakandra Swans—a pure-blooded knight of the Super Empire. Through this process, he completed four "Fatima Fates," figures that stand as the very culmination of his research. With the unveiling of these four creations—"the Focuslight," "the Neeb," "the S.S.L.," and "the Inter-City"—humanity's perception of artificial lifeforms would undergo a profound transformation. They flawlessly supported the Knights in controlling the Mortar Headds, thereby proving the validity of the bio-computation theory posited by the Doctor. The Fatimas—who emerged in the history of the Star Cluster as biological computers for the Mortar Headds—ceased to be mere consumables like the biological androids of old, and instead became treasures of the state. The engineers capable of manufacturing Fatimas—known as "Fatima Meights"—and the production facilities themselves were few and far between; treated as scarce resources, the ownership of a Fatima gradually evolved into a status symbol for the privileged elite. The hopes of the scientists within the Star Cluster regarding Dr. Lithium Balance's research were directed toward ensuring a completely stable supply of Knights—or "Headdliners"—for the Star Cluster Era; however, the actual outcome of his research proved to be a profound betrayal of those expectations. Even with the genes of a pure-blooded Knight, it proved impossible to artificially replicate the capabilities of the Knights of the Super Empire era.

At the time of Fatima's debut, they served multiple Knights and did not have a specific partner. However, in the year 2364—after The Neeb referred to King Lent and Knight Jester Rouath as "Master" for the very first time in the history of the star clusters—the compatibility between Fatimas and Knights came to be recognized; consequently, they were thereafter granted the right to choose the Master they would serve, acting of their own free will. This is the only right granted to them. Furthermore, through the stabilization of the Wormloop and Knight genes, they acquired a theoretically infinite lifespan. Regarding the treatment of these individuals—who possess invaluable genetic information and, moreover, hold the power to determine a nation's combat capabilities—the laws of the Star Cluster established detailed regulations and protections. This signifies, in other words, that their existence—hitherto disregarded—has come to exert a significant influence upon the history of the Star Cluster. However, even after that, their lives continue to be treated lightly.

Through the combination of Knights, Mortar Headds and Fatimas, the nature of warfare between interstellar nations underwent a profound transformation. The scale of a nation's military might was measured by the number of active-duty Mortar Headds at its disposal; furthermore, the number of Knights it possessed—including the very names of those Knights—constituted the totality of its national power. However, by the late 2000s of the Star Cluster Calendar, the ranks of both MH Meights—capable of constructing new Mortar Headds—and Fatima Meights—capable of manufacturing new Fatimas—had begun to dwindle. Furthermore, the Knightly blood coursing through the veins of the Joker people had become so diluted that the number of individuals awakening to the powers of a Knight was also on the decline; undoubtedly, their very existence had begun to transform—in the truest sense of the word—into that of a "precious commodity."

The comic series *Five Star Stories* is built upon this very backbone of the Cluster history. Humanity—having passed the zenith of its existence as a species—has entered a period of decline. Kalamity Godarce—drawing its history as a star to a close. In this universe at the end of time, the existence of those striving to survive—alongside that of the gods who serve as its creators—shapes the future (Fortune) of the Joker Universe.

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† **Editor's Note**: As *FSS* is science fiction space opera, Nagano uses the nouns "galaxy" and "cluster" very loosely and interchangeably. All references to "galaxy" have been replace with "star cluster" or " solar cluster" for consistency. In modern terms, even back in the early 20th century, a "galaxy" is a system stars numbering in the billions or more, not a small group of stars.

History of the Joker Galaxy

History of the Star Cluster

When viewed against the backdrop of Earth's history, the history of the Joker Star Cluster begins at a level situated far in the future. The history of the star cluster begins at a point far more advanced than that of Earth; the narrative itself opens in the year 2988—nearly three thousand years later—with the story of Amaterasu and Lachesis. In reality, we have absolutely no idea at what pace Earth's civilization will advance in the future; however, I believe it is reasonable to envision a scenario in which humanity—having survived without succumbing to major catastrophes or extinction—eventually expands beyond our solar system, acquires the technology to establish colonies on other planets, and develops the prototype for the Ezlazer Engine: Buster Energy.

However, a look at the history of the Joker Cluster reveals that—dating back to the pre-Cluster era, when humanity first began establishing colonies in other solar systems—the pace of human civilization's advancement gradually slowed; indeed, a span of 3,000 to 4,000 years elapsed between that time and the actual commencement of the Cluster Era. In the Joker Cluster, the ten millennia preceding the Cluster's recorded history are referred to as the "Age of the Super Empire—the AD Century." Broadly speaking, the history of the Joker Cluster since the dawn of recorded history can be divided as follows.

Formative Period
Era of Unification (AD Century Era)
Star Cluster Era (Cluster History)
Solar Period

The "Formative Era"—the period preceding the AD centuries—refers to an epoch that, much like our own, spans the entire trajectory from the earliest recorded history (marked by the adoption of a calendar system) through the Middle Ages and into the Industrial Age. And then came the "The Era of Unification"—an age in which nations acquired colonial worlds through the advancement of science and technology and their expansion into the vast cosmos, giving rise to chaos and warfare as each state vied to extend its territorial reach. This is the Age of the Super-Empire—the AD Century. Following this era, the "Star Cluster Era"—the setting that serves as the foundation for the story—begins.

In later ages, this era would come to be known as the Age of Myth; yet it was during this very time that humanity lost two stars: Delta Belun and Kalamity. The era of the Star Cluster Chronicles reaches a provisional turning point at the year 7777, followed by the "Solar Period"—the final epoch currently known to exist.

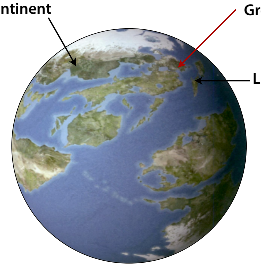
AD Century

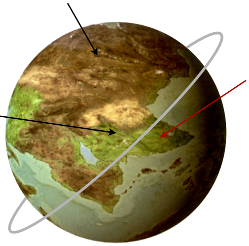
It is an era in which humanity has finally succeeded in analyzing the fundamental principles of the material world—an era of chaos and warfare. It may be hard to believe, but very few cultural and historical materials from the AD era have survived. Ceaseless wars of aggression and internal strife have obliterated invaluable historical heritage and scientific data; indeed, countless technological and scientific records—which might otherwise have survived within various archives—were systematically destroyed by the people of those eras during every rise and fall of a nation, out of a deep-seated fear that such information might fall into the wrong hands. While the scale of destruction wrought by the war must have been immense, much of the scientific and technological knowledge managed to survive—persisting all the way into the history of the star clusters—precisely because it had spread and been handed down across a multitude of nations. However, records regarding the nations and ethnic groups of that era have not been preserved with precision. It was the various imperial houses—collectively known as the Asselmuratowa Disturb Imperial Order—that unified all the stars during the middle stages of this chaotic era.

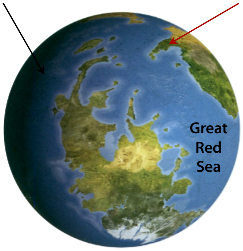
The Joker Star Cluster was ruled by a consortium of Imperial Houses; these houses comprised numerous individual emperors, all of whom were united under the authority of a single sovereign—the Unified Emperor, known as the "Tai-Kōtei." He was "Tai-Kōtei Disturb," the supreme overlord who bound the emperors together. Bearing the emblem of the ancient Sun God, this colossal clan formed the core of the Joker Star Cluster and established a super-empire centered upon the planet Kalamity. Bringing under its dominion the five planets—Kalamity, Delta Belun, Addler, Böth and Jüno—along with nearly every planet within their respective solar systems, and even the Crown Great Galaxy to which the star cluster belongs, it reigned supreme as the Emperor of the Joker Star Cluster until the year 1000 SC (Star Cluster Era)—a period marked by the weakening of the Super Empire.

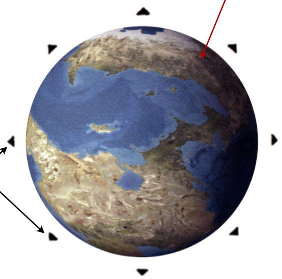
True to the name "Emperor's Collective," this Super-Empire was fragmented into 8 to 30 Imperial Houses, each governing its own respective territory. This Super Empire reached the zenith of its glory around 5000 B.S.C. (Before Star Cluster History)—the era of the Empress who ascended to the throne as the Supreme Emperor of the Super Empire, known as the "Empress of Flame," and who garnered immense support.

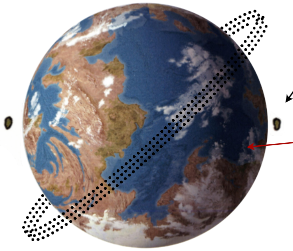
It was during this era that the foundations—which would later evolve into the Knights, Fatimas and Divers—were established and brought into existence. The Imperial Factions were able to dominate the star cluster only thanks to the power of the combat hu-

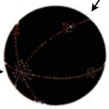

Iidas Continent
Grees
LAND OF AMATERASU Map Range
Delta Belun


Rondo Continent
Colus Dynasty
LAND OF COLUS Map Range
Jüno


West Sea
Tran Federation
Addler
Great
Red
Sea


Fillmore Empire
Solar Amplifiers
Kallamity Goderace


Böth
Plant
Hathhant Republic


The road is shining brightly.
(It's an incredibly wide road
with about 100 lanes.)
Light from the plant (carpentry)
Péstako※

※About ⅓ the size of other stars

History of the Star Cluster

mans—beings endowed with destructive force—that emerged during this very era. Leading a massive army, this Empress marched out to the Stant system as it approached—and was never heard from again. Subsequently, the completely fractured Royal Family gradually lost its power and vanished 1,000 years prior to the commencement of the Stellar Cluster History. The era of the Super Empire draws to a close, giving way to the history of the star cluster.

Two nations that rose to prominence a thousand years before the dawn of the Cluster's history. The Fillmore Empire—home to the Fillmore and Lader royal houses, the last surviving lineages of the Imperial Family of the AD Era. The Kingdom of Grees—hosted by the Amaterasu Clan, a small nation of the Delta Belun star system endowed with formidable Diver Power.

The rise of these two nations came about because the Buster Cannon—the progeny of the Ezlazer Generation System, a weapon rumored to be capable of destroying even a star—had become so widespread that the simple power-based struggles for territorial conquest characteristic of the AD era were no longer feasible. Even the most formidable power brokers feared its ruthless might, the backlash from public opinion and the prospect of the Buster Cannon being unleashed upon their own nations.

It was the Star Cluster Law—enacted through the collaboration of the star cluster's major powers—that was established with these two nations at its core. The history of the star cluster began with the enactment of this law. In later ages, it came to be believed that during this era, "gods" walked the earth—a time when colossal demons and deities, beautiful fairies, superhumans of incredible power, and wielders of mysterious magic were said to have been active.

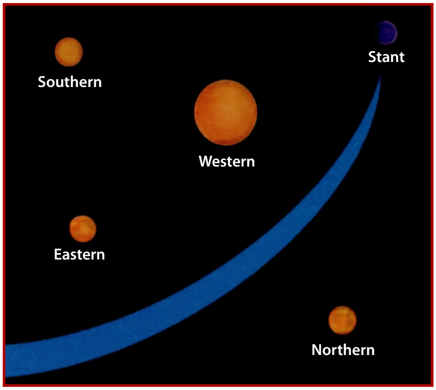
Tales of this era transcend dimensions, having been conveyed to various realms—including the Taika universe and the universe inhabited by our own Earth. (Indeed, within "The Great Overlord's Harmony," the "Beyond Klasfar" entities indicate that the universes containing Joker, Taika and our Earth each exist within distinct spatial domains.)

Born in the Cluster Year 2020, Delta Belun—the 84th King of the Grees Kingdom—was Amaterasu Dis Grand Grees Eydas Force. It might well be said that the history of the cluster revolved around him. He was a god.

Mortar Headds—the ultimate combat machines—emerged around the year 1000 of the Stellar Cluster Calendar. To serve the sole purpose of supporting these massive, 14-meter-tall war machines, a unique form of artificial life was created: the Fatima. Were an ordinary human to attempt to pilot a Mortar Headd, the sheer reactive force of the control systems enveloping their body would tear them limb from limb. Consequently, the only beings capable of controlling a Mortar Headd are the descendants of the genetically engineered warriors of the AD Century—the Knights, also known as Headdliners. Indeed, the history of the star cluster cannot be told without these three elements: the Knights, the Fatimas and the Mortar Headds. Amaterasu appears in this world, establishes dominion over the star cluster, and then departs for parts unknown. Mortar Headds clash, Fatimas shed tears and the civilization and technology that humanity has cultivated over twenty millennia slowly, inexorably fade away. Such is the era.

Solar Period

While the precise details remain unclear, the only life-sustaining worlds left in the Joker Cluster are now Böth and Jüno. On Addler, the disappearance of humanity over the passage of eons has caused the planet to revert to its original, desolate state; meanwhile, on Böth, although the existence of life appears certain, it remains impossible to verify. Only on Jüno—the sole remaining bastion of the human race—does it seem that the planet once again fosters the evolution and advancement of humanity. L.E.D. Dragon, the Guardian of Life, has taken on a new form and now watches over every living thing on Jüno. The people of this era revere the two sister goddesses who watch over them from the heavens; they fear the colossal, twin-tailed Divine Dragon said to appear in times of chaos; and they await the return of the deity who journeyed beyond the reaches of time in search of the boundless potential of the human race.



Each solar system is 1.5 light years apart. It takes about a week for a private spacecraft to reach it.

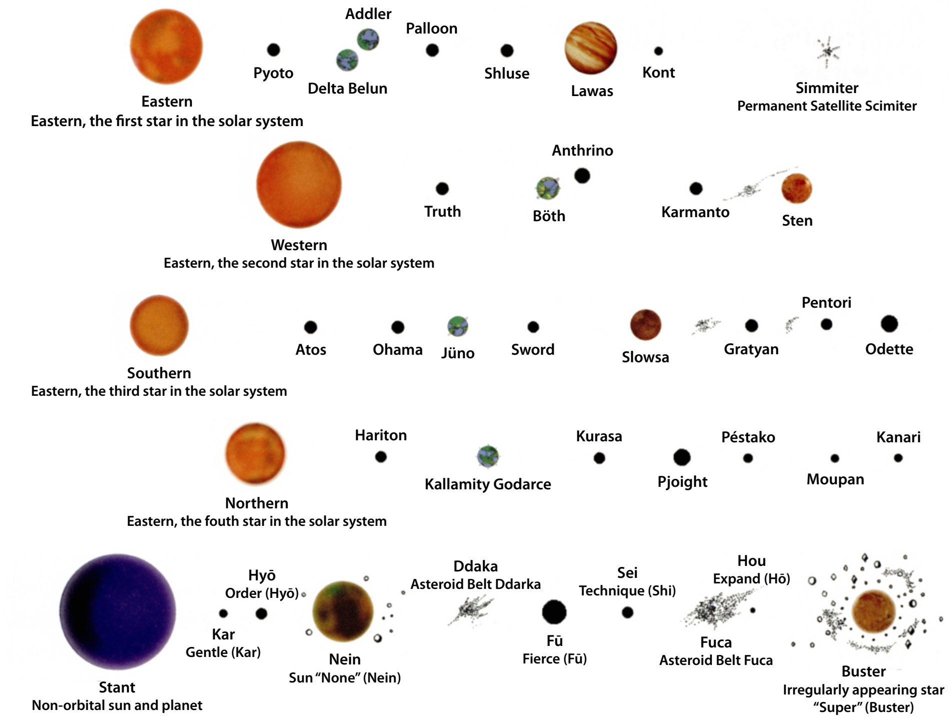

Eastern
Eastern, the first star in the solar system
Pyoto
Addler
Delta Belun
Palloon
Shluse
Lawas
Kont
Simmiter
Permanent Satellite Scimiter
Western
Eastern, the second star in the solar system
Truth
Anthrino
Böth
Karmanto
Sten
Southern
Eastern, the third star in the solar system
Atos
Ohama
Jüno
Sword
Slowsa
Gratyan
Pentori
Odette
Northern
Eastern, the fouth star in the solar system
Hariton
Kallamity Godarce
Kurasa
Pjoight
Péstako
Moupan
Kanari
Stant
Non-orbital sun and planet
Kar
Gentle (Kar)
Hyō
Order (Hyō)
Nein
Sun "None" (Nein)
Ddaka
Asteroid Belt Ddarka
Fū
Fierce (Fū)
Sei
Technique (Shi)
Hou
Expand (Hō)
Fuca
Asteroid Belt Fuca
Buster
Irregularly appearing star
"Super" (Buster)

Chart of the Joker Galaxy

Delta Belun

Eastern is a habitable planet within its solar system—a world where human history has been documented since the earliest eras of the star cluster itself, blessed with abundant oceans and lush green lands. Situated in the Northern Hemisphere, the Kingdom of Grees is the protagonist Amaterasu's homeland and serves as the central power of the planet. The climate is, on average, quite cool; even directly along the equator, temperatures remain comparable to those of Okinawa. Vast, desolate landscapes stretch across the polar regions.

Jüno

A planet successfully colonized by humanity without the need for modification. It is a geologically young world—roughly equivalent to Earth during the Mesozoic Era—characterized by intense volcanic and seismic activity. The climate is subtropical in nature, with the majority of the landmass covered by dense forests and wetlands. Furthermore, the ancient ecosystem of "Joker" and the planet's own nascent ecosystem coexist in a magnificent state of balance.

Addler

A glance at the stellar orbital chart suggests it is a satellite of Delta Belun; however, it is situated on the orbit of a binary planet system positioned—albeit ever so slightly—closer to the sun. **[Editor: Delta Belun and Addler are binary system, orbiting a common Barycenter]** Consequently, the environment is intensely arid; that the world only became habitable for humans following a massive-scale terraforming project. Many of the nations here possess shorter histories than those of their neighbor, Delta Belun—a fact reflected in the prevalence of nations and peoples characterized by a free-spirited atmosphere. Imperial and monarchical states are scarce, while Free Autonomous Zones and republics abound.

Kalamity Godarce

Kalamity Godarce is the oldest planet in the star cluster, and it is theorized to be the birthplace of humanity. This remains unconfirmed, however, because all cultural history and records were obliterated during the conflicts that predated the recorded history of the star cluster. The planet as a whole is quite cold—even directly beneath the equator, the climate remains merely cool. Consequently, energy satellites—concentrated primarily around the polar caps—radiate heat to raise the surface temperature. As a result, the planet offers a highly comfortable living environment.

Böth

The climate here is similar to that of Addler, with savanna and steppe climates dominating the majority of the planet. This world originally harbored a completely distinct ecosystem; however, the expansion of humanity in ancient times led to the extinction of much of that native life. In the Kestapo region of the Nan Continent lies a territory beyond human jurisdiction—a domain ruled by five distinct species of dragons. Any nation that has attempted to invade this territory has been utterly crushed by the dragons. Powerful lifeforms—against which even the might of the Joker proves futile—reign supreme as the true masters of this world. Humanity is permitted to exist only in scattered pockets throughout the Kestapo region.

Pestako

Despite being situated at a considerable distance from its sun, Northern, humanity has managed to survive. This is due to the fact that the neighboring planet, Piyoit, acts as a secondary, smaller sun. On this barely habitable world—which they have subjected to massive-scale terraforming—humans now dwell amidst an atmosphere laden with toxic gases. From here, they supply vital resources to the planet Kalamity.

Stant Sellar Object

This is a nomadic solar system that visits the Joker Star Cluster on a cycle of approximately 1,500 years. Referred to as the fifth sun of Joker, its true nature remains entirely shrouded in mystery. The central sun, Stant—despite being a celestial body that radiates immense energy—does not appear to shine. This is because the light it emits is "ultraviolet radiation," a form of light invisible to the human eye. Although unseen, it radiates a thermal output exceeding 100 times that of our own sun. Viewed through an ultraviolet camera, it would reveal beautiful, fluorescent-purple flames. Furthermore, all records regarding Buster—the satellite situated at the outermost edge of this solar system—have been completely lost. The only one who holds dominion over the entirety of the Joker Star Cluster knows its true identity.

Regarding other planets, in this era—where even mineral resources are sourced entirely through extraterrestrial mining, and where pollution and other hazards detrimental to humanity have been completely eliminated—various industrial plants and factories are situated either in outer space or on other celestial bodies. Consequently, while it may not constitute permanent residency in the strictest sense, it is presumed that people inhabit these locations, including various observation bases (both civilian and military) and MH manufacturing plants.

Diverse Nations of the Joker Galaxy

Nations of the Star Cluster

Nations of the Star Cluster/ Autocratic Rulers

Empire (Obikuni–those who were entrusted with secretive tasks and guarding important figures)

This term refers to a vast, autocratic monarchy that unifies and governs states of every conceivable form—including kingdoms, duchies, autonomous regions, and even parliamentary republics under civilian rule. The supreme rulers of such empires are known as Emperors or Empresses. Notable examples include Amaterasu and King Ladar. However, these individuals do not typically refer to themselves by the title of “Emperor.” Amaterasu, for instance, is known as the “Light Emperor” (a title reflecting his multifaceted authority as the Permanent Unified President of the Eastern Star System, Emperor of the Ten Eastern Nations, King of the Grees Kingdom, and Grand Emperor of the Amaterasu Dynasty—which oversees entities such as the Atwight Duchy and the House of Codante). King Ladar, for his part, is simply referred to as “King” by his subjects—a designation likely stemming from the deep-seated pride of a royal lineage that has been revered as the “Sun Kings” since the AD era. Then there is Mugumica. Although she holds the title of Princess of the Hathhant Nation within the Hathuha United Republic, her true identity places her in a rather complex position: she is, in reality, the Emperor of the Adol Holy Dynasty—a role that grants her power surpassing even that of her own grandfather, King Collet. Ultimately, the specific titles by which these rulers are addressed appear to be determined by the manner in which they are referred to by their subjects and the wider world.

Dynasty

While the term “dynasty” typically refers to a system of fraternal rule within an imperial lineage, the Colus Dynasty bears this title specifically because the three territories governed by the brothers—Colus, Ballanka and Meistner—united under Colus, who served as the head of the three nations. Consequently, although Colus acts as the representative of these three nations, he does not style himself “Emperor,” but rather “Sei.” Furthermore, the Amaterasu Royal Family mentioned earlier is also considered a dynasty.

Kingdom

A state governed by a monarch. However, most such entities exist as dependencies or affiliates of—or fall under the influence of—larger empires or dynasties. The ruler of a kingdom is a monarch, referred to as a King or Queen. In an era of war and turmoil, the proliferation of numerous kingdoms is a phenomenon observed just as readily in Joker.

Imperial Court

Strictly speaking, a “Chotei" (Imperial Court) is the venue where an Emperor or King conducts the affairs of state; however, when applied to the Joker Star Cluster, the A-Toll Holy Dynasty—also referred to as the A-Toll Holy Court—is defined as a stateless empire belonging to the Disturb Imperial Family, the Imperial House of the AD Century. In the current era of star cluster history, the A-Toll Empire itself no longer exists; instead, the entity claims the title of “Court” or “Dynasty” by housing Mugumica—the true Emperor of A-Toll—within Hathhant, a nation ruled by the Collet Royal Family that was formed through the unification of twelve separate states. During the Great Magic Wars—the era in which Magdall ascended to the throne—A-Toll transformed the Hathuha United Republic into the A-Toll Holy Empire, thereby adopting an imperial system of governance. However, following Amaterasu’s invasion, this imperial regime collapsed, and the state subsequently transitioned to a dynastic system—one in which the Emperor remains as a figurehead, yet the imperial structure itself has dissolved. Regardless of the specific political framework in place, the capital city of Beige continues to reign eternally as the seat of the A-Toll Court. Consequently, whenever the term “A-Toll Court” is used, it may be correctly interpreted as referring specifically to Beige, the capital city of Hathuha.

The Mejojo Court refers to a collective of states formed by the numerous fluid polities situated on Kunga Island, located to the east of Böth’s Kestapo. By its very nature, the state of Mejojo possesses no fixed territorial boundaries; rather, it is constituted through the assembly of powerful local clans and feudal lords. Consequently, the residence of the Great Emperor—known as Couvade Zung—is what is designated as the Mejojo Court. With the outbreak of the Great War of Sorcery, the Third Prince, Krakenbeal Mejojo, proclaimed himself the Great Emperor of Mejojo and seized power from his own father.

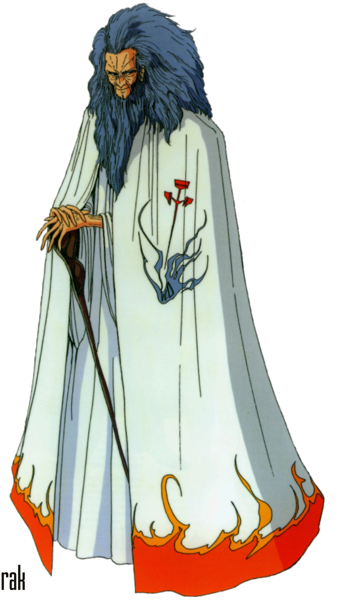
Principality

A principality is a ducal territory possessing an independent, autonomous form of governance, though it is frequently subject to the authority of an emperor or king. The ruler of a principality—the duke—is referred to as a Grand Duke (for example, the Grand Duchy of Luxembourg was historically a domain of the Habsburg family within the Holy Roman Empire; although the Empire itself has ceased to exist, the ducal house remains).

Star Cluster Nations/Democratic States

Most democratic nations adopt a republican form of government, conducting state affairs through a collegial system. The world of Joker, too, is home to numerous republics—a diverse array of nations encompassing federal systems, united states and state-parliamentary systems. Among them are democratic nations—such as the Hathuha Predicate Republic—that actually harbor an empire within themselves (though, should the need arise, they are liable to revert to being an empire). Furthermore, the A.K.D.—presided over by a permanent president—and Delta Belun itself may, in fact, constitute a massive republic.

A federal state is formed when a multitude of nations unite to constitute a single sovereign entity; it can be described as an empire among democratic nations. The most renowned figure within the Joker systems is likely Mission Rouath, the President of the Trün Federal Republic. A descendant of the royal line of the Kingdom of Lent, he is also a Knight. His lineage traces back to the legendary Sword Saint, Deimos Hiarak. However, it remains unclear whether his ability to abandon his nation for a decade to travel the star cluster—and then, upon his return, simply resume his duties as President as if nothing had happened—stems from an extraordinary level of trust placed in him by the citizenry, or from the formidable political acumen of his subordinates and cabinet ministers. Yet, the Joker system is over ten thousand years more advanced than our own; thus, the obligations of a national leader may well be open to interpretations far different from ours. The public's trust in Rouath appears profound enough to ensure the nation's stability even in his absence. Indeed, his position may be akin to that of an absolute monarch. Mission Rouath's full name is Mission Rouath Swans. He is a descendant of a Knight who shared deep ties with the Empress of Flame during the AD Century.



Deimos Hiarak

Swordsmen of the AD Century

Assaram Skins & Viviant Kormals Both are Knights of the Flame Star Order—Imperial Knights serving the Flame Empress. They pilot the Machine Messiah Yenshing.

Ned Swans The last knight of the Farosdi Super Empire—the first to ever be called a "Headdliner."

The Swordsmen of the Star-Stricken Calendar

With the dawn of the Star Cluster Era, knights began to vie with one another in their martial arts, physical prowess and swordsmanship; consequently, a multitude of knightly techniques were developed and passed down through the generations. Among these knights, there were those accorded special honorifics—titles ranging from the highest rank of "Kensei" (Sword Saint) to the "Kyōten-i," "Shōten-i" and "Ten-i." Beginning around the year 500 of the Star Cluster Calendar, these titles came to be bestowed upon powerful and renowned knights—a tradition that continues to this day. The highest rank, the "Kensei" (also known as the "Taiten-i"), is held by only one individual at a time; similarly, the "Kyoten-i" and "Shoten-i" ranks are each limited to a single bearer. Indeed, depending on the era, there have been times when these titles remained entirely vacant.

Nakandra Swans He is believed to have been born in the year 2120 of the Stellar Calendar. He served as the Commander of the Knights of the Delta Belun—the Duchy of Fates (a realm that constitutes the main branch of the Ballanche family). He was the Knight who conducted the public demonstration for the unveiling of the artificial life form known as the Fatima in the year 2310; his partner at that time was Fatima the Focuslight. Piloting the Mortar Headd Crumars Byron, he—together with his partner—made known throughout the entire star cluster the formidable capabilities of this Fatima, who bore a name derived from the childhood name of the first King of the Amaterasu Dynasty. This knight was a figure whose very existence had remained entirely unknown until that time, and even now, the details surrounding him remain obscure. Nakkandra remained in the service of Lord Lithium Balance—the creator of the Fatimas—and played a pivotal role in their subsequent upbringing. There are no recorded episodes demonstrating his swordsmanship or combat prowess; indeed, he spent his entire life without ever setting foot on a battlefield. Consequently, it remains a complete mystery as to why—or for what reason—such a figure came to be hailed as a "Sword Saint." In the year 2347, he fathered a daughter with his wife, Sarone Basco, who hailed from a completely ordinary family background. He passed away in the year 2490 of the Cluster Calendar.

Duke Vizantins Born in the year 2345. During the 2500s of the Cluster Calendar—specifically the Hathuha Uprising on the planet Böth—he was the individual to whom Emperor Dagda of the A-Toll Empire bestowed the title of "A-Toll Imperial Knight." Together with his partner, the Fatima known as "the InterCity," he successfully pacified Hathuha. InterCity was one of the very first four Fatimas in the Cluster, created by Duke Lithium Balance. *Note*: The names of the successive A-Toll Emperors are derived from the 117 moons orbiting the planet Buster, a celestial body within the Stant Planetary System (also written as the "Flame Star" system). Byzantine passed away in the year 2596 of the Cluster Calendar.

Deimos Hiarak Born in 2488. He is the son of King Jester Rouath of the Kingdom of Lent and Arado Basco Swans—the daughter of Nakandra—who was taken in as a concubine following the death of the queen. His older brother, Ugod Rouath, transitioned the kingdom to a republican system and abolished the monarchy (the Neeb—who had served as the late King Jester's Fatima—was returned to the Duchy of Fates). This entity would later become the Trün Federal Republic. Following his encounter with Chrome Ballanche and Amaterasu in the year 2629, he took Fatima Queen as his partner and, piloting the Mortar Headd Schpertor—a machine built by Amaterasu—wreaked havoc throughout the star cluster during the 2700s. In Star Cluster Year 2805, after assisting in the establishment of Amaterasu's Imperial Guard, he vanished alongside Queen. His whereabouts have remained unknown ever since.

Dougulus Kaien His year of birth and other personal details remain unknown. He was first sighted in the late 2600s at the Ballanche Residence in Adler. His last recorded appearance dates to around 2770, when he participated in the Hathuha United Republic's War of Unification alongside his Fatima, Schpertor and Queen; following this event, all traces of his whereabouts vanished for approximately 150 years. Kaien's name did not resurface in the annals of the star cluster until around 2930; at that time—in the wake of Hiarak's departure—he briefly served as the Head Knight of the Mirage Knights, though his tenure appears to have been short-lived. Upon his reappearance at this juncture, Kaien was partnered with the Fatima Auxo. Curiously, absolutely no data has ever been released regarding this particular Fatima either. Furthermore, there is no definitive proof confirming whether the various knights named Kaien who appeared over the course of these three centuries were, in fact, the same individual. By the year 2997, he would theoretically have been an elderly man approaching the age of 300. This characteristic bears a certain resemblance to that of the subsequent Sword Saint, Maxi.

Sword Saint Maxi Born in the year 3031. Father: Dougulus Kaien. Mother: Dr. Miss Silver Ballanche.

**The dates are based on Volume 10.

Aristocracy and Titles

Nations of the Star Cluster

Nobility and Titles

The nobility consists of individuals related by blood to an empire or kingdom, as well as those who wield significant influence within the state. In times of war and turmoil, it is common for individuals who have distinguished themselves through merit—or powerful local magnates—to be granted noble titles; in such instances, their lineage is often considered of secondary importance. The hierarchy of noble titles, listed in descending order, is as follows: duke, marquis, count, viscount and baron. Admittedly, since the concepts of noble titles—as well as their nomenclature—appear to vary significantly across different eras, nations and regions on Earth, it is impossible to make definitive assertions; nevertheless, the general structure is as follows. Naturally, within the Joker universe, the system of nobility and titles adheres to this same framework.

Duke

As indicated by the titles “duke” or “prince,” the rank of duke represents the most powerful of all noble titles; holders of this rank typically govern a duchy or preside over territories—or administrative domains—whose organizational structure closely resembles that of an independent nation-state. Within the context of an empire, these duchies can evolve into full-fledged state entities; this can occasionally lead to convoluted situations—for instance, where an individual serves simultaneously as the king of a specific kingdom and as a duke within the overarching Imperial hierarchy.

Marquis

The second rank—known as “marquis”—typically designates regional rulers or powerful local clans. I suspect this corresponds roughly to what would be termed a “daimyō” in Japan. They possess and govern their own distinct territories; the “Ōe” title likely falls into this same category.

Earl

The third rank—that of count—is somewhat difficult to describe in a single phrase; while referred to as a “count” in Europe, it may be distinguished from the rank of marquis by the fact that it typically denotes a blood tie to a royal or imperial family. Possessing a fiefdom, such a figure is best described simply as the administrator and ruler of that territory. Imperial princes and similar dignitaries also fall into this category.

Viscount

The fourth-highest noble rank is a special title known as “viscount.” This designation is reserved for an individual who holds the right to inherit an earldom and, consequently, possesses the authority to act as the earl’s deputy. In essence, it serves as a title of respect for a person who, while not an earl themselves, is empowered to exercise the same authority as one. Thus, the rank of viscount does not exist as a standalone title in its own right. The title of viscount exists solely by virtue of the earl. A viscount comes into being as the child or adopted heir of an earl—or, alternatively, in instances where the earl is, for whatever reason, unable to exercise his authority. One might well ask: why does such a convoluted noble rank exist? Perhaps the answer lies in the very nature of the earldom itself—namely, that it is fundamentally grounded in ties of blood.

Baron

The fifth rank is that of baron. This title was typically bestowed upon commoners—such as powerful local magnates or wealthy merchants—who wielded influence within the state or had rendered distinguished service to the nation. Depending on the era, it was also a title automatically conferred upon individuals holding high-ranking positions, such as Chief Justices of the Supreme Court or naval admirals.

Beneath this rank lies the title of knight. In most cases, this is a lifetime appointment that is not inherited by one’s descendants. Furthermore, there exists the title of “lord”—referred to as “lord” or “sir”—which is accorded to individuals such as government ministers, high-ranking officials, and—in the military sphere—those of general rank; incidentally, knights are also addressed using this honorific. While these classifications vary significantly depending on the nation and era, systems such as Japan’s—which feature additional subordinate ranks like “dainagon” (major counselor) and “chūnagon” (middle counselor)—can become quite convoluted. Matters grow even more bewildering when one attempts to reconcile titles from the Heian period with those of the samurai during the Warring States period, not to mention the peerage ranks established after the Meiji Restoration to align the “kazoku" (nobility) and “kuge” (court aristocracy) with Western hierarchical norms. Similar confusion arises in the West, where titles of nobility often serve as designations specific to a particular historical era or geographical region.

Viscount, Count and Duke Douglas Kaien—and the Sword Saint, Makiko

As you are aware, Kaien is Ballanche’s adopted son. However, Ballanche has left the House of Ballasis and renounced his claim to the ducal succession. Nevertheless, it remains a fact that he possesses the purest bloodline within the Duchy of Fates.

Thus, for the sake of administrative convenience, Amaterasu designated him as the Count of Fates within the A.K.D. (a prerogative Amaterasu could exercise by virtue of being the emperor and ruler of Delta Belun and numerous other nations). Since Ballanche hailed from a lineage of court nobility, he could not rightfully claim the title of duke; consequently, the decision was made to officially recognize him as a count. However—given that Ballanche was the sole surviving member of the Grand Ducal House of the Fates Principality—he was effectively regarded as having been elevated from the rank of count to that of duke; this is the reason he came to be commonly referred to as "Duke Ballanche." Now, let us turn to Kaien—the individual officially recorded as Ballanche's eldest son. Although Kaien himself has severed all ties with the Ballanche family, he claims the title of Viscount under his alias, "von Hitter." This was likely a pragmatic move to facilitate his various clandestine activities; by retaining a vestige of his connection to the Ballanche name, he could effectively substantiate his status as a legitimate member of the nobility. Naturally, the ducal house of Fates would have held jurisdiction over his viscountcy.

Following Ballanche's death in 2989, Kaien automatically succeeded to the family headship—a position that should have entailed his formal appointment by Amaterasu as either a duke or a count. Yet, utterly indifferent to such matters, he instead took up residence in the Hathuha United Republic—a nation entirely unconnected to either Delta Belun or Amaterasu, and indeed, one that was arguably a hostile power—where he pledged his allegiance to Mugumica, the Emperor of the A-Toll Holy Dynasty (Hathuha's true name).

Here, too, Kaien has received yet another title—that of marquis—from the A-Toll Holy Empire; however, it is by no means unusual for a single individual to hold noble rank in multiple nations simultaneously. Now, this is where things become even more complicated. While Kaien's situation is straightforward enough, I would like to remind you that there was one other individual who inherited the name Ballanche: Meeth Silver Ballanche. She, too, inherited a portion of Ballanche's estate as his adopted daughter; however—and this is where things become even more convoluted—the true complexity lies with her child. It remains entirely unclear whether this child is, in fact, her biological offspring; moreover, while there is a strong possibility that the child is also Kaien's, there is absolutely no concrete proof to substantiate this claim.

However, by virtue of possessing the right to inherit the entirety of the Ballanche family estate, this child was newly appointed by Amaterasu as the Lord of the Duchy of Fates. Upon receiving this appointment—and being bestowed the noble title of "duke"—a true master had finally returned to the Duchy of Fates; a realm that had remained without a grand duke for four hundred years following Ballanche's departure, regardless of whether or not a blood tie actually existed. This child is none other than "Sword Saint Maxi"—Maximum Halt-Faits. Within the Duchy, their official name is Makiko Aitsu Fates Ballanche XII.

Currency

Money

Units of time, distance and mass are identical to those on Earth; however, the unit of currency is the "feather." The economy operates on a gold standard. Although the technology to synthesize gold exists, producing a single gram of synthetic gold requires an energy input equivalent to 1.2 grams of actual gold. While the use of synthetic gold is technically permitted, no one actually bothers to do so. Consequently, the gold utilized in the Knight of Gold is exclusively natural gold. Nearly one ton of this precious metal is embedded within the secondary layers of its armor plating. As Lachesis pilots the Knight of Gold beyond the confines of the star cluster, the armor's gold plating will likely begin to flake away here and there—a process that will undoubtedly lend it a rather distinctive and seasoned aesthetic. One feather is equivalent to 100 counts. Physical coinage is minted in denominations up to 10 feathers. The 1-count and "demi-count" (10-count) coins are struck in brass; the ¼-feather (25-count) and ½-feather (50-count) coins are copper. The 1-feather and 5-feather coins feature a composite design, consisting of a brass core set within a nickel rim, while the 10-feather coin is struck in silver. Although these coins appear in approximately twenty different variations—distinguished by their origin stars, nations, or regions (such as "Eastern," "Fillmore," "AD," or "Dragon" coins)—they all share identical units and values, rendering them universally accepted and valid throughout the entire star cluster.

While banknotes are rarely used, a 100-feather denomination does exist. These bills are presumably embedded with anti-counterfeiting systems far beyond our current imagination. However, most people typically use cards. Furthermore, checks and similar instruments remain in circulation and are used alongside other payment methods. Fraudulent use is virtually nonexistent, as transactions require not only a signature but also the accompanying entry of a personal security code—a unique sequence known only to the individual that changes multiple times throughout the day.

Apart from these, gold coins are also in circulation. The "Zourin" serves as the unit for gold coinage; while the exact value fluctuates with the prevailing price of gold, a single Zourin coin is typically worth 200 Feathers. The "Greater Zourin" coin is also referred to as an "FG" (short for "Feather Gold"). However, weighing in at a hefty 300 grams per coin, it is extremely heavy.

Meights and Meisters

"Meight" and "meister" are special titles and ranks conferred upon individuals involved with mortar headds and Fatimas. Within the star cluster, ranks for manufacturing, design and scholarship range from Level 1 to Level 3; individuals holding these ranks affix a decorative cord—approximately 10 centimeters in length and of a golden-yellow hue—to their jackets. Skilled professionals—such as manufacturing engineers, physicians and scholars—belong to specific guilds, the administration of which is overseen by the Star Cluster Union.

Upon attaining a certain level of proficiency and experience, one reaches Rank 1—the level of a technical specialist. This category encompasses a wide range of professionals, including doctors, professors, physicians, designers and others.

Rank 2 is bestowed upon those who have undergone further examinations and certification processes—roles such as university presidents or directors of university hospitals. Many equivalent positions exist on Earth as well. At the three-stripe level, one functions as a physician or a scholar who utilizes a diverse array of skills to engage directly in manufacturing. These individuals—such as "comprehensive physicians" (a role not yet found on Earth) or scholars—serve as designers who are simultaneously capable of executing highly specialized manufacturing tasks. Lie Ex of the Eastern Knights is the individual bearing these three stripes—signifying his status as both a Doctor of Engineering and a High-Energy Developer. On present-day Earth, acquiring such a diverse array of skills would likely consume a span of fifty years. By the time one reached that level of mastery, one's body would have already succumbed to the ravages of aging, leaving one physically incapable of putting those skills to use. While advanced science and technology can indeed significantly shorten the time required for learning, this level of rapid mastery—condensing Earth's fifty-year timeframe into a mere fourteen or fifteen years—is a feat attainable only by the inhabitants of the Joker Star Cluster.

Meister

Those who bear four decorative cords are designated as meisters; it is only upon attaining this rank that one is permitted to participate in the development and tuning of mortar headds and fatimas. A Mortar Headd Meister is expected to possess knowledge surpassing that of a heavy-energy developer—and, above all else, is valued for their experience. A Fatima Meister is required to possess knowledge equivalent to or exceeding that of a Ph.D. in medicine, biochemistry, or genetic engineering, in addition to advanced tuning and therapeutic skills. Furthermore, a Mortar Headd Meister must secure official state approval, obtain recommendations from at least three knights, and demonstrate proven experience in actual combat. As of the year 3000, the total number of Mortar Headd Meisters stands at just under 720. They are accorded even greater importance than the rank above them—the meight—and the skill and sheer numbers of these meisters are said to exert a tremendously heavy influence on a nation's overall military strength. Their duties range from the routine adjustment and tuning of mortar headds to conducting combination checks involving the mortar headd, its Fatima and its knight.

During the development process, meisters collaborate with meights—often taking charge of everything from determining armor contours and configuring the basic frame to defining the very aesthetic of the mortar headd itself (though, naturally, the meights provide the foundational design framework). The most renowned meister in the entire star cluster is Ladios Sopp, whose fame began to resound throughout the cluster around the year 2800. However, this particular individual stands as something of an exception to the norm.

Fatima Meisters are responsible for the "chemical" aspects of a Fatima—such as psychological conditioning and ability enhancement—and serve to resuscitate a Fatima's unstable psyche, as well as to restore bodies and minds damaged in combat. There are nearly 500 Fatima Meisters throughout the star cluster. The profession encompasses a wide variety of specializations: from physicians dedicated exclusively to Fatima care, to meisters who merely verify the genetic sequencing calculations required for a Fatima's creation, to those who simply organize the learning data and general knowledge imparted during a Fatima's developmental training. As the nature of these duties suggests, the vast majority of meisters are affiliated with factories under the jurisdiction of the star cluster, with individual nations, or with national knight orders. Among the meisters specializing in tuning—individuals whose work involves major powers such as the Fillmore Empire and Hathuha—is Lord Grocery Magenta. Other notable figures include Count Nubus Yellow of Delta Belun and Dr. Heinz Purple of Addler. On the more unconventional side, there are Meisters like Lady Series Cyan, who specialize solely in the creation of Fatima suits; however, it is a recognized standard that anyone involved with mortar headds or Fatimas must hold a rank equivalent to, or higher than, that of a meister.

Meight

The highest rank within the star cluster—one that entitles its bearer to wear five golden decorative cords. It automatically confers a status equivalent to or higher than that of a marquis within the Cluster; such is the rarity and significance of those who hold this title.

Mortar Headd Meight
The Creator of Mortar Headd

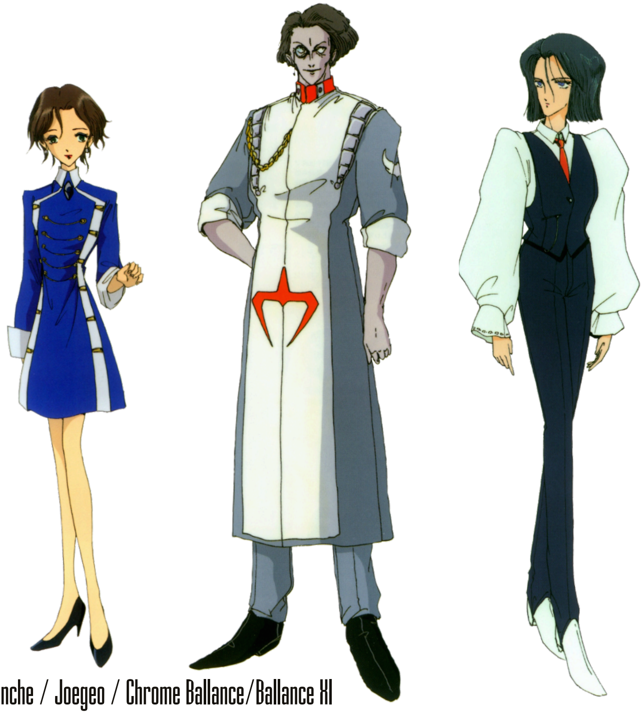
The fundamental power of a mortar headd lies almost entirely in its core—the Ezlazer Engine—and in the design and balance of the generator system and individual motors responsible for receiving, amplifying and controlling that astronomical power.

The design and manufacture of the Ezlazer Engine—capable of exceeding one trillion horsepower—is a feat that cannot be accomplished with anything less than extraordinary technical prowess. Furthermore, the kinetic capabilities that ultimately determine a mortar headd's overall combat potential are themselves dictated by the skill of its meight. Among the most renowned figures in this field are Rowmiran Xbin, the designer of the Black Knight; Jebbia Corter, creator of the Kormals series; and Amaterasu, the designer of the Eastern Series—who, through the Ezlazer Generation System (which transformed the split Ezlazer Engine into a dual-sister generation unit), succeeded in generating a staggering output of over three trillion horsepower.

Fatima Meight/Fatima Creator of Fatima

A scientist who has ventured into the divine realm of creation by bringing into existence the artificial life-forms known as Fatimas. Their technology is of a caliber that can be wielded only by those deemed true geniuses. By and large, one cannot simply choose to become a Fatima Meight; rather—much like a knight—the possession of such an extraordinary intellect becomes evident by the time one reaches adulthood. Meights frequently attain their coveted title in a single leap, completely bypassing the aforementioned ranking hierarchy of the star cluster—disregarding all prior experience and achievements. Many such figures, including Chrome Ballanche and Morard Carbyte, feature prominently throughout the main storyline. Broadly speaking, one is compelled to conclude that those designated as meights or meisters are—much like knights and Divers—truly exceptional individuals; indeed, their intellect and capacity for applied problem-solving appear to be qualities that simply cannot be measured by standard IQ scores or accumulated knowledge alone.

Here, too, traces of the human enhancement technologies predating the Star Cluster Calendar may well still linger within the blood of humanity. Fatima Meights bear the names of minerals and metals, while Fatima Meisters are named after ink colors.



Meeth Silver Ballanche / Joegeo / Chrome Ballance/Ballance XI

Scientists who have left their mark on the history of the star cluster. Meeth Silver Ballanche is a representative Fatima Meight of the 3100s, having succeeded Chrome Ballanche. Joegeo is an A.K.D. Director from the 4000s who undertook the modification of Goth Knights and constructed their dedicated mortar headds. On the far right stands Chrome Aitsu Fates Balance XI—the student-era incarnation of Chrome Ballanche, the creator who, within the workshops of Bastogne, brought into existence 45 Fatimas, including the Three Goddesses of Fate.

Knights/Headdliners

Knights/Headdliners

Knights are the descendants of the modified humans of the AD Century—beings known as "headdliners"—who possess superhuman reaction speeds and physical strength. They are often described as Superman-like figures capable of running across the land at speeds of 180 kilometers per hour, leaping over 30-meter walls, dodging laser fire, deflecting those beams with their swords and crushing tanks with a mere karate chop. However, they are not born exclusively of a select few; rather, the blood of the combat-oriented humans created in the AD Century has, over the course of ten millennia, permeated the bloodline of every human being on the planet Joker.

Any inhabitant of the star cluster possesses the potential to become a Knight. However, only one in every 200,000 people is born with this power; furthermore, no amount of manipulation—regardless of its nature—can artificially create a knight.

They are human beings who, acting entirely alone, possess combat capabilities exceeding those of an entire national army. The only way to defeat them is to pit them against another Knight of equal caliber, or to employ a "Buster Cannon" to instantly reduce a vast expanse of land—too immense for them to possibly escape—to dust (or, perhaps, simply to cast them out into the void of space). Consequently, they are subject to legal restrictions far more stringent than those imposed upon ordinary humans. The strict codes of conduct governing their lives are no less rigorous.

If knights were truly all-powerful, one might expect the emergence of nations—or even entire worlds—ruled exclusively by them; however, it is by no means guaranteed that a knight's offspring will themselves become knights. Consequently, while it is a common occurrence for a wielder of a knight's power to ascend to the throne, the fact that the birth of a knight lies beyond the scope of human control is precisely what brings peace to the world of Joker.

However, exceptions do exist, and it is certainly true that a significant number of knights hail from royal lineages. Given the long history of royalty—a history in which the bloodlines of countless knights have intermingled—such an outcome is perhaps to be expected. The Royal House of Colus stands as one such exception; specifically, every firstborn son of Colus is invariably born with the blood of a knight coursing through his veins. Colus III was the twenty-third King of Colus, and—up to and including him—every single one of the twenty-three monarchs who had reigned before him was a knight. Moreover, considering that Colus IV, V and VI—who are yet to make their appearance—will also prove to be knights, one is left to marvel at the existence of such extraordinary bloodlines.

The role of a knight is to serve as a proxy in warfare—to "wage war" on behalf of ordinary people. With their advent, the nature of war and combat as it had existed until then was rendered obsolete. Knights shoulder the entirety of the responsibility and glory of war in place of the populace, thereby eliminating the futility of conventional warfare—a system in which ordinary citizens would otherwise perish as soldiers.

Generally speaking, it is the knights alone who confront the terror of death in warfare (situations such as the ground battle between the A.K.D. and the Sibyl—as depicted in Episode 4—are exceedingly rare). In exchange for this sacrifice, they are accorded the status and remuneration befitting the nobility, and possess the unequivocal right to own a "Fatima"—a privilege that the common people, no matter how fervently they might desire it, can never hope to attain. However, when it comes to physical constitution, the genetic traits of the Tsukai Knights are not particularly dominant. The fact that so many knights immerse themselves in a world of adversity, terror, glory and pleasure—or, misjudging their own capabilities, descend into the darkness—signifies that, in spirit alone, they are no different whatsoever from ordinary human beings.

Upon the awakening and subsequent verification of their supernatural powers, individuals designated as knights or Divers undergo formal registration as such, thereby falling under the jurisdiction of the Stellar Cluster Knight Law. The timing of this awakening varies; in the vast majority of cases, these powers manifest around the age of elementary school children. From that moment onward—even if they continue to lead lives indistinguishable from those of ordinary children—they remain subject to the strict provisions of the Knight and Mage Laws; should they engage in acts of violence, they face the gravest of consequences—potentially the death penalty—regardless of whether or not their actions result in the death of the victim.

The General Cluster Code does not prescribe the death penalty; outside of military tribunals, capital punishment is applied solely to terrorists targeting knights, Divers or high-ranking state officials (specifically, those charged with high treason). Indeed, those endowed with powers surpassing those of ordinary humans are subject to far more stringent restrictions. Furthermore, there are individuals who manifest these extraordinary abilities from birth; for instance, Prince Depre of the A-Toll Empire was bestowed the title of "Heavenly Rank" in the year 2997 of the Cluster Calendar—at the tender age of three—by A'p, the Grand Master of the A'p Order of Knights within the Hathuha United Republic.

The primary reason why the children of knights do not themselves become knights likely stems from the existence of Fatimas. These knights dedicate themselves to protecting the Fatimas above all else, revering the nobility of their spirits. However, since Fatimas lack reproductive capabilities, no children can be born of a union between a knight and a Fatima. Consequently, the vast majority of knights hold their title for a single generation only. Although the rank of knight stands higher than that of the nobility, this is precisely the reason why the title is never hereditary.

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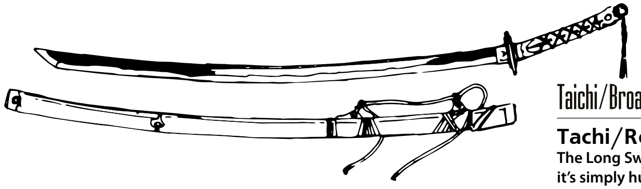
For a knight—one endowed with reaction speeds far surpassing those of ordinary humans—a sword capable of cleaving an opponent "clean in two" with a single strike constitutes a far superior weapon than merely absorbing three or four laser blasts to the body. Indeed, for a knight of true caliber, dodging a laser beam is a trivial feat; they might even parry it with their blade. In all likelihood, the knight's sword would have already severed their adversary's head before the enemy even had the chance to pull the trigger.

For exceptional knights and swordsmen, a shield is unnecessary. This is likely because the sword itself serves as the ultimate defensive weapon. (Indeed, this is precisely why Japanese samurai had no need for shields—a fact that becomes readily apparent to anyone who studies Kendo.)

Within the Joker Cluster, there are two types of swords wielded by Knights. The first is the laser blade—or "light sword"—known as the "Spadd." Its blade is optically generated; it requires no physical sheath, can double as a laser pistol, is neither bulky nor heavy and is the weapon of choice for the vast majority of knights. Furthermore, ownership of a Spadd appears to be restricted to knights, nobility and a select few others, effectively serving as a mark of status and identity.

The other is the "spade"—a "real sword" that has been in use since the dawn of time, spanning over ten millennia. To put it quite simply, it is a sword. These come in various forms—Western-style, Japanese-style and many others. One might wonder why people still carry around such an archaic relic; presumably, it has become nothing more than a stylistic choice. Yet, its destructive power is simply incomparable to that of a laser sword. Forged from Metrodecachrome steel, these blades can cleave through absolutely anything in existence… and that, most likely, is the sole reason for their enduring presence.

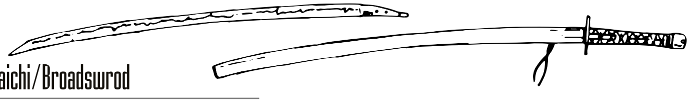
Among the MHs—the mortar headds—those that wield these physical blades as their primary armament are reputed to be the most powerful series within the star cluster. The vast majority of these swords are forged using traditional Japanese techniques; thus, while their outward form resembles Western swords, they are constructed as double-edged versions of the Japanese "katana." The blades wielded by Amaterasu, Muse, Décors and others are, without exception, "tachi."



Taichi/Broadswurod

Tachi/Real Sword

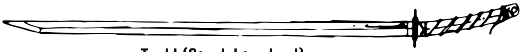
The Long Sword in MH is also just the same—it's simply huge.



Taichi/Broadswurod

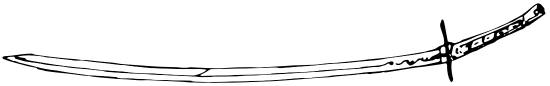
Sword/Katana

Technically, it is referred to as "uchiba."



Tachi (Straight-edged)

Tachi/Display Sword



Amaterasu's Taichi (Double-ended)

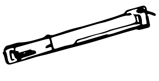
Amaterasu's Tachi/Double-Edged

Double-edged "tachi" and "katana" swords serve not only as weapons for combat but also hold significance for ceremonial purposes and as offerings to the gods.

Spadd/Laser Sword

Spadd/Light Sword

A carabiner for lowering. It features a selector switch—allowing for safety, kill or stun modes—as well as a laser



Knights/Headdliners: Genealogy of Pure-Blooded Headdliners

Knight: Lineage of the Pureblood Knights

During the era of the "Empress of Flame" in the AD Century, the miraculous combat humans—known as knights—came into existence. In an age that had achieved evolutionary pinnacles not only in the realms of material science and technology but also within the spiritual domain, these beings were created using human meiotic cells—cells forged through generations of "Diver Power" and bio-enhancement manipulation—as the foundation upon which millions of fertilized eggs were combined and brought to fruition. From among them, a single individual—endowed with astonishing reaction speeds and physical strength—was singled out to undergo further augmentation and rigorous training. Thus, the knights were brought into existence upon the sacrifice of hundreds of millions of tiny lives. Every knight created was placed under the direct command of the Flame Empress; though some eight hundred such knights were ultimately produced, they came to be known as the "Pureblood Knights." Because the offspring of pure-blooded knights are invariably born possessing the abilities of a knight, strict restraints—governing both their mindset and conduct—were imposed upon the knights to regulate the dispersion of their power. After the Flame Empress departed the star cluster, the knights scattered across the galaxy, leaving traces of their bloodline within the diverse populace of Joker. Ned—also known as Nakandra Swans—was the very last Knight ever created; he was a knight of the Flame Empress, imbued with the combined data of the foremost knights of that era. Perhaps—just perhaps—he even contained data derived from the Empress herself. She left behind the term "headdliner," ultimately serving as the foundational genetic factor that would later give rise to the Fatimas.

Nakandra View Swans

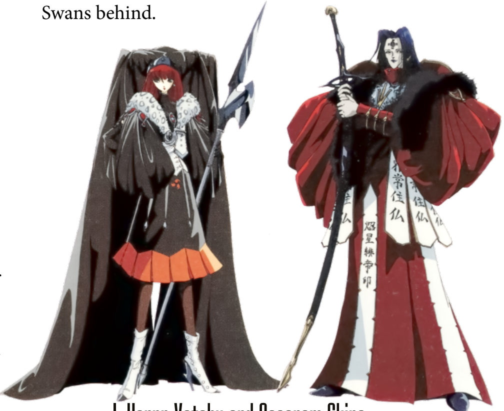
An alias of Ned Swans. He is the last pure-blooded knight of the Cluster, having been held in cryogenic suspension since the AD era by the first Amaterasu no Mikado of the Grees Kingdom. In the late 2200s of the Cluster Calendar, he suddenly awakened and wandered across various nations; eventually, in the Duchy of Fates, he became the primary partner to Fatima the Focuslight—the very first Fatima created in the Cluster. Indeed, his own blood was utilized in the creation of her embryonic matrix. It is from the embryos of these initial four Fatimas that all subsequent Fatimas were ultimately derived. Consequently, every Fatima is invariably born possessing the inherent power of a knight. He is the sole owner of all three Fatima-equipped Mortar Headds (MH) designed by Jebbia Corter: the Kormals 1 Byron, the Kormals 2 Vai-O-La and the Kormals 3 Bibros. He was bestowed the title of "Sword Saint" by the Holy Emperor of the Bakinn-Rakkan Empire. In the year 2499—following the birth of his grandson, Hiarak—he brought his long life to a close, spanning two distinct eras and a total of 7,000 years. The massive "ōdachi" (great sword) he wields is the Kaien-ken. Originally belonging to Skins, the Sword Saint of the Super Empire, it was later passed down to Sword Saint Maxi—the grandson of Skins and Princess Yarnn, and the grandson of Fatima Queen (as well as the child of Meeth).

The Fate of the Other Lineage of Pureblood Knights—and the Legacy of the Fiery Empress

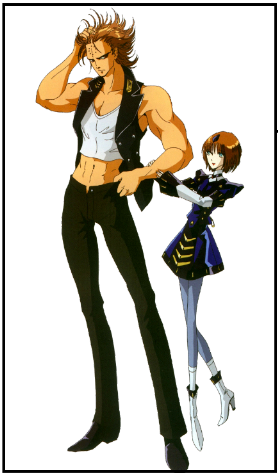
Skins—a Sword Saint and the Head Knight to the Flame Empress of the Super Empire—and Princess Yarnn—a Para-Diver and knight of a vassal state to the Super Imperial Royal Branch Family—were recognized for their instrumental role in establishing peace with the dragons and were granted permission to conceive a child together, a union between two pure-blooded knights. However, the fertilized egg produced by this union of pure-blooded Knights proved too potent to successfully implant; Princess Yarnn ultimately abandoned the hope of carrying the child to term, and the fertilized egg was entrusted to the dragons. Thus, Nedle Nine, the Flame Empress of the Super Empire, left behind three foundational legacies: the lineage of the Nakandra Swans Knights and the blood of the Fatimas; the "Daughter"—a Unison Clone Chip capable of fully resurrecting a single human being; and, finally, the child of Skins and Princess Yarnn.

The Descendants of Nakandra

The lineage of the Pureblood Knights—as their family trees attest—is truly formidable. Nearly every individual within it has entrenched themselves deep within the very cores of nations across the globe. That, perhaps, is the true reason the Flame Empress left the Swans behind.

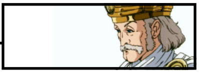


I, Yarnn Vatshu and Assaram Skins



Saroon Basco
Nakandra's wife. A woman hailing from the planet Addler. Third Rank (General) of the Divers Para-Guild.

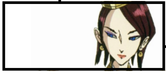
Arad Basco Swans
Born in the year 2347. A knight and a Diver, he rose to the rank of major councelor within Amaterasu's Divers Para-Guild. He fathered three children with Jester Rouath.



Jester Rouath
King Lent of Planet Addler. A knight. He was the very first individual in the star cluster to be addressed as "master" by a Fatima. Following the death of his queen, he took a concubine.

Ugod Rouath
Jester's eldest son. The individual who transformed the Kingdom of Lent into a republic and established the Trün Federal Republic. The first President of the Trün Federation.

Deimos Hiarak
Second son. Born in the year 2488. A Sword Saint. Immediately after his birth, he was taken in by the Holy Emperor of Bakinn-Rakkan. He later assisted in the founding of the Mirage Knights. He passed away in the 2890s.



Tingsha Basco
The eldest daughter. Born in the year 2508. Together with her younger brother, Deimos, she serves the Holy Emperor of the Bakinn-Rakkan Empire. A Diver.

Holy Emperor Randa
Holy Emperor of the Bakinn-Rakkan Empire.

Suijata Rouath
Ugod's eldest daughter and Mission's biological mother.

Cossama Hound
Federal Member of Parliament Trün.

Cru Basco Harris
Tingsha's eldest son. He remains in Bakinn-Rakkan.

Rasha Basco
The second son. Father of Empress Borusa. A Diver. Died in Kastepo.

Keika Dai Da Fillmore
The eldest daughter, a knight. Having married into the Royal House of Fillmore, she pilots the MH Prominence.

Orcaon Harris
Cru's son and a master swordsman of Addler. He holds the rank of minor celestial knight, serving directly under the Holy Emperor of the Bakinn-Rakkan Empire. He deeply regrets that his daughter has strayed onto a misguided path as a knight.

Borusa Basco A-Toll
Rasha's daughter. Empress Borusa of the A-Toll Dynasty. During the Hathuha Unification War of 2810, she bestowed the title of "Sword Saint" upon Kaien—a young man who had suddenly emerged in the history of the star cluster. She passed away in 2890. The direct bloodline of Basco came to an end here.

Mission Rouath
Born in 2849. The 14th President of the Trün Federal Republic. Also known as Voards Viewlard. His partner is Megaira.

Mallory Meistner
The eldest daughter of the Rouath family has run away from home.

Picking Harris
Daughter of Orcaon. Mirage Knight No. 10. Formerly the captain of the Skins Squad within the Hathuha A'p Knights. Also known as Spark.

Dai Gu Fillmore 5

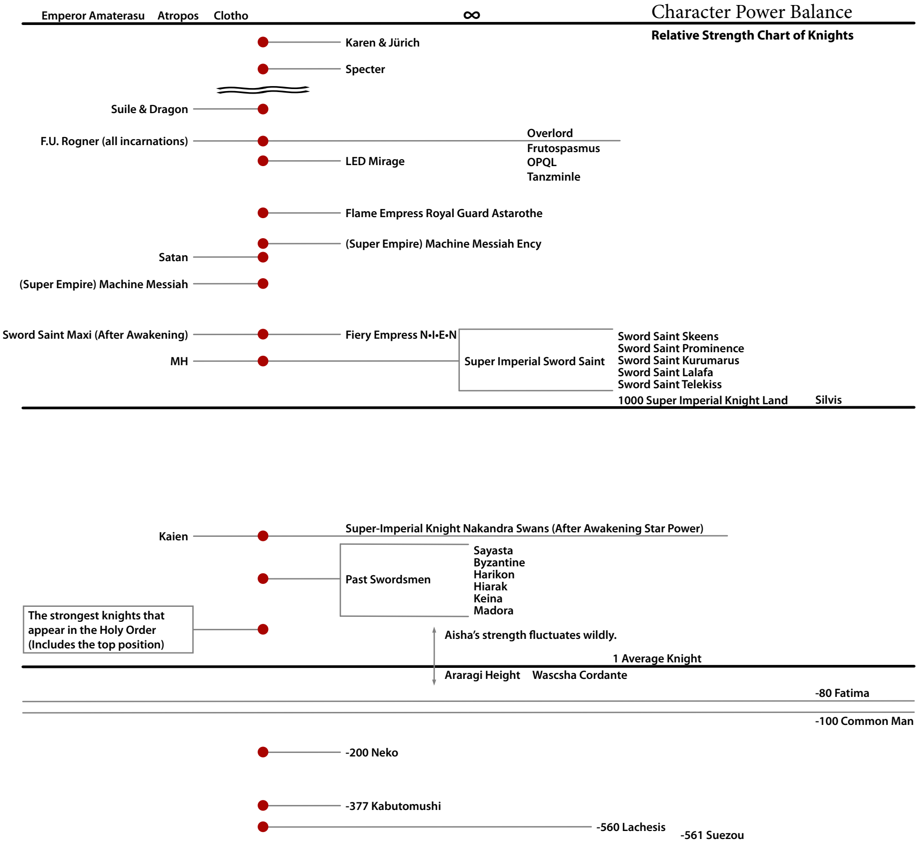
Velvet Wisemel

The blood of the pure-blooded knights is passed down to a new era.

Knights/Headdliners: Character Power Balance

Knight: Character Balance

Even if we set aside everything ranked above the Swans—as, frankly speaking, they are effectively in a league of their own—what likely piques the most interest is the collective grouping at the lower end of the list: "virtually every knight appearing in the Cluster Epoch who is considered 'strong.'" This category encompasses everyone from the "Kyōten'i" (Heavenly Strong Rank) Knight Jaco down to all the other individual knights. It includes every knight save for the Sword Saints; yet, when viewed across the entirety of the narrative, their respective strengths are ultimately bundled together in this fashion. It is, in essence, a case of splitting hairs—but precisely for that reason, it sparks questions: "Just how powerful is Décors?" "How truly formidable is Dai Gu?" "And has Ikaruga grown stronger than he was before?" However—as Aisha herself has noted—human strength is heavily influenced by one's physical condition, mood and luck; thus, Aisha's observation that "strength fluctuates wildly" applies to all Knights. It is estimated that, during the Great Magic Wars, the Cluster was home to nearly 300,000 Knights and one million Fatimas. Of the 300,000 knights in existence, fewer than 100,000 belong to the Order. Furthermore, those holding the rank of "heavenly seat" number fewer than a mere 100. While the heavenly seat is merely a title—and not a strict measure of combat prowess—the fact remains that, among the knights, those who hold it possess power that stands head and shoulders above the rest.



Character Power Balance

Relative Strength Chart of Knights

Divers and Para-Psymales

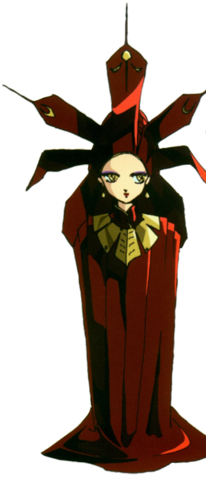
The Wizard / Diver and Para-Psymales

In this narrative, mages known as "Divers" play an active role; however, they, too, are descendants of the genetically modified humans artificially created during the AD era. Much like the knights, while the potential for their power—known as "Diver Power"—exists within all of the people of Joker, only one in several hundred thousand is actually born possessing it. Unlike the knights, however, these mages are categorized into distinct types.

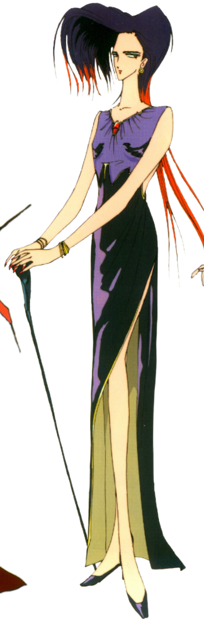
The most widely known categories are Divers and Psymales. True to their name—which evokes the image of a sorcerer—Divers possess the ability to transmute mental energy into destructive force; they are combat specialists utilized in ways distinct from those of assassins or knights. Fundamentally, their power consists of nothing more than a magic-like capacity to incinerate their targets or reduce them to ash. Para-Psymales, on the other hand, are individuals capable of channeling that same mental energy toward the manipulation of time and dimensions; endowed with powers of prophecy and extrasensory perception, they serve to chart the course and destiny of the state—though they possess no ability to heal the wounded.

In addition to these, two other powers—known as Rushemi and Highbrain—are recognized. Rushemi is the ability to alter matter; specifically, it grants the power to modify scientific molecular structures to a certain extent through sheer mental force. Of particular significance is the theory that this power was once utilized in the genetic engineering process used to create the "knights"—super-soldiers designed for combat. In the current era of the Joker, individuals possessing this ability are exceedingly rare. Furthermore, it has been speculated that this same power may also exist within the Meights. While there is no definitive proof, the Fatima embryos created by Lord Lithium Balance contain numerous factors that cannot be accounted for solely through computational analysis.

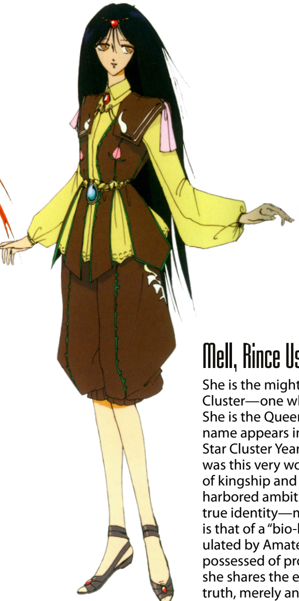
Highbrain is an ability that allows one to manipulate the consciousness of specific individuals. This power, too, was cultivated during the Age of the Knights' Genesis; specifically, it is believed to have existed as a means to control knights—a necessity born of the need to maintain absolute command over powerful combatants (for if they were to rebel, victory would be impossible). While there are individuals among the Jokers who possess this ability, it does not appear to be regarded with any particular significance. Dis Bosjathfort, the ruler of the Bachtgma Magic Empire, is said to possess all four of these various psychic abilities—and, furthermore, to wield a truly formidable power derived from combining them.



Mel Zoom Wonter



Mell, Satcher Screach



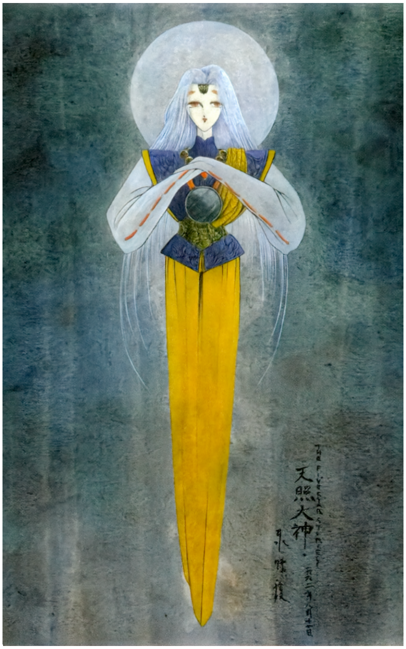
Mell, Rince Usare Tama

She is the mightiest sorceress in the Joker Star Cluster—one whom even Kaien could not best. She is the Queen of Sorrow of the World. Her name appears in records spanning from around Star Cluster Year 2600 to approximately 4100. It was this very woman who imparted the teachings of kingship and swordsmanship to Colus VI, who harbored ambitions to overthrow the A.K.D. Her true identity—much like that of Agari no Kimi—is that of a "bio-horoscope," a living avatar manipulated by Amaterasu. She is a gentle young girl possessed of profound compassion. The fact that she shares the exact same face as Clotho is, in truth, merely an indulgence on the part of the author—a stubborn insistence on featuring the character even after her demise.

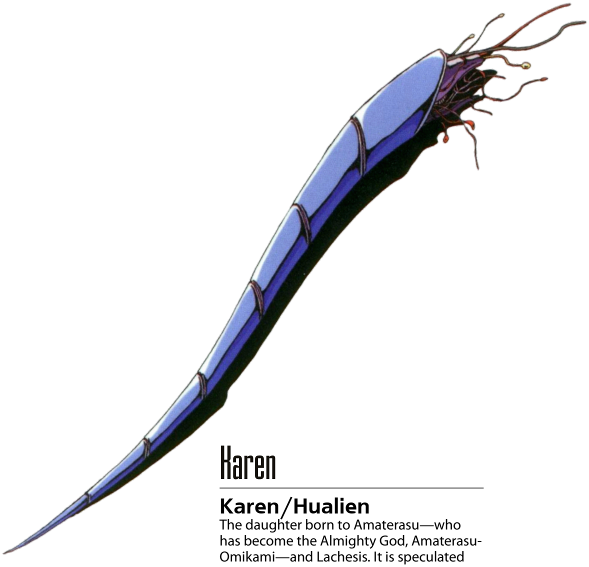
Gods and Goddesses

Kami

In this world, there are gods. They are neither mere figments of the imagination nor beings possessing some potent force that can be scientifically proven; rather, they are gods in the truest sense—entities that remain utterly incomprehensible and unprovable to us. What, then, constitutes a god? It is anything that defies an answer to that very question. For all intents and purposes, it is anything that transcends human understanding. Perhaps, then, the definition lies in that which surpasses science, technology and logic?



Amaterasu Oomikami



Karen

Karen/Hualien
The daughter born to Amaterasu—who has become the Almighty God, Amaterasu-Omikami—and Lachesis. It is speculated that this horn-like object serves as a "mark of non-humanity" for Karen, though the specific details remain unknown.

Amaterasu no Mikado
Amaterasu's mother. However, it remains unclear whether a biological parent-child relationship actually exists between them. Currently, only her spiritual form resides within Joker; yet, even in this state, she appears to possess a finite lifespan.

Litra
Like Amaterasu no Mikoto, she is a spiritual entity. She vanished with the arrival of Lachesis.

Lachesis, Goddess of Fate
At present, her powers and objectives remain unknown. She is the heroine of the story.

Suile
The god of the Cumulative Dimension who dispatched the dragons to Joker.

Dragon Nature
Five such entities—including Suezo and Thunder Dragon—exist on Planet Böth. They interfere significantly with the human world. They are higher-dimensional beings.

Joker
What is generally referred to as "God." He possesses all truth and supernatural power. Naturally, the worries and endeavors of human beings are of no concern to him whatsoever. He serves to demonstrate that turning to God for help is utterly futile. It seems that even if gods do exist, they simply do not bother with the likes of humans.

Life Watching Overlord
It has appeared on several occasions. Whether it is an extraterrestrial, a transcendent life form, or an object existing within the realm of the gods—everything remains unknown.

Lucifer
A knight of the Cumulative Dimensions, summoned by a certain individual. It attacks with immense power. On the first occasion, it was summoned by the infant Amaterasu. Its physical form changes with every appearance. It is a distinct entity from the Anker Prince of the Taika Universe, Lucifer Sentimer.

The Beyond Klasfar
A mysterious entity—something utterly indefinable—known only as the "Overlord." It is a being that transcends even the omnipotent deity, Amaterasu. It was this entity that dispatched Maxi to the side of Taika's Silvis. It is a being that transcends dimensions—or rather, it is something for which even the word "being" seems an inadequate descriptor. Although Episode 5 depicts it as occupying a position superior to Amaterasu, it appears that, in reality, conventional hierarchies and power dynamics hold no relevance to it. It is the totality of all things, yet simultaneously merely a fragment thereof. It is the ultimate magnitude that transcends space, and the infinitesimal entity that remains wholly indifferent to it.

Human Species

Humanity

The inhabitants of the Joker Cluster are virtually indistinguishable from us Earthlings. Their evolutionary forms and physiological structures bear an astonishing resemblance to our own. However, they possess a civilization far more advanced than that of Earth, and their history and collective human experience span over ten thousand years longer than ours. Blessed with lifespans three times that of Earthlings—a longevity born of centuries of medical and scientific progress—the very nature of humanity within the Cluster has undergone a subtle, unconscious transformation. The blood of the knights—genetically engineered combat humans—has permeated the entire population of the Cluster; yet, humanity remains wholly unaware that it has, in fact, become a self-modified and self-improved species.

The inhabitants of the Joker Cluster possess lifespans considerably longer than those of Earthlings—roughly three to four times as long. However, their biological aging does not correspond directly. A Joker native spends a full 70 years transitioning from infancy to adulthood. A 20-year-old Earthling is equivalent to a 90-year-old Joker native. Sopp, at 109 years of age, would likely be comparable to a 22-year-old Earthling. Yet, his biological age is actually much younger; he is still in his developmental stage—so much so that it would not be inaccurate to describe him as being 17 or 18 years old. (That said, whether the year is Cluster Calendar 2988 or 4000, Sopp invariably claims to be 109. It seems this individual is destined to remain eternally 109 years old…) In the year 3030—the year the Great Magic War broke out—Princess Magdall was 35 years old; in terms of Earth years, this would have made her approximately 11 years old.

At the time of her accession to the throne in the year 3077, she was 82 years old—which, in human terms, corresponds to an age of roughly 19. Colus VI began fighting with the Resistance at the age of 70 (equivalent to 17), and by the time he defeated the A.K.D., he was 140—or approximately 26 or 27 years old. The gestation period for a Joker is approximately one year and four months to one year and six months. While there is significant individual variation, the fact that their gestation period is longer than ours may be related to the nature of time itself; it appears that the flow of time in Joker does not align with that of our own universe.

Formal schooling begins between the ages of 20 and 30—an age range roughly equivalent to that of our own middle school students. Thereafter, individuals are free to choose the duration of their studies. The underlying concept is likely akin to graduating from high school, working or joining the military to earn tuition funds, and then proceeding to university. University-level studies become accessible from one's forties onward. To the human inhabitants of Earth, this would appear as though students were attending university at the mere age of 13 or 14. This remarkable feat is likely the result of both advanced educational methodologies and the luxury of ample time. Furthermore, for those possessing a genius-level intellect—such as Meeth Ballanche—accelerated advancement programs are available; such individuals may even earn a doctorate and the special title of meight while still at an age comparable to that of a middle school student.

Since John Weinzel embarked on his wanderings during this very period of academic sabbatical, it is hardly surprising to see boys and girls—still retaining an air of youthfulness—working or becoming knights; after all, the path of scholarship remains open to them at any time. In light of this, a 20-year training period for a Fatima does not seem particularly long.

Earth	Joker
0 – 3	0 – 5
3 – 7	5 – 20
7 – 12	20 – 40
12 – 20	40 – 90
20 – 30	90 – 150
30 – 40	150 – 180
40 – 50	180 – 230
50 – 60	230 – 280
60 –	280 –

Comparison Chart of Ages:
Earth vs. Joker Star System Humans

Fatima Fates

Fatima Fates

Fatima is an artificial life form created in Star Cluster Year 2310 by Lithium Balance—the eighth head of the Fates Duchy—for the purpose of assisting in the control of Mortar Headds.

In the year 2310 of the Cluster Calendar, the power of Fatima the Focuslight—a fearsome control interface machine unveiled by the Duchy's Knight, Swans and his Mortar Headd, Kormals Byron—made her name and existence known throughout the entire Cluster. She was an artificial human of surpassing beauty, possessing physical strength equal to that of a knight, the greatest computational capabilities in history, vast knowledge, a lifespan said to be infinite and a body that would never age. Fatima—feared by all who were intimidated by the magnitude of her abilities—had both her reproductive capacity and her emotions severely restricted. These limitations extended even to her physical appearance: from the era of the "Gross Face"—when her beautiful features were concealed behind a mask—through the age of the "Ice Dart," she was kept from revealing her true face. It was not until much later that she was finally permitted to appear unmasked, ushering in the "Decadence Style" era exemplified by figures such as Est and Lachesis.

The "Fatima Style"—which had given rise to a diverse array of variations, such as blouses and skirts featuring ornate designs and intricate embroidery—was once again subjected to strict regulation toward the end of the 2900s. Consequently, it gave way to the "Plastic Style," under which the entire body was encased in a newly developed plastic suit. Ultimately, the regulations governing Fatimas boil down to a single imperative: under no circumstances are they to reveal their physical appearance or bare skin in public.

The artificial life forms known as Fatimas are created from artificial ova containing the genetic information of a knight. Among ordinary humans, the incidence of individuals possessing the traits of a knight is exceedingly low. Given this rarity, ensuring that a Fatima reliably manifests knight-level abilities necessitates creating them all from fertilized eggs sharing an identical genetic blueprint. The precise mechanism behind this guaranteed manifestation of knight abilities remains, to this day, unexplained. Yet, Lithium Balance succeeded in achieving this feat—a task so daunting that it bordered on the impossible.

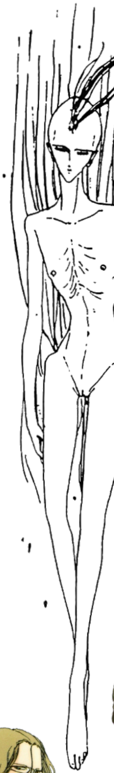
Fatima embryos—which reliably manifest the powers of a knight—were distributed among the scientists of the star cluster (known as meights) through a method of propagation akin to cloning. This is why all Fatimas share such a similar appearance (though this is not the sole reason; the Laws of the Star Cluster also explicitly mandate that Fatimas must possess this specific physical form). Nevertheless, even these artificial embryos—despite their guaranteed ability to manifest knight-level powers—yield abilities that remain inferior to those of a true knight. Yet, this is precisely as it should be; for the only requirement is the ability to transmit data to a mortar headd at knight-class speeds.

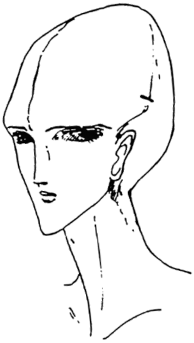
While a Fatima's biological development would naturally follow the same course as that of a human, the ninety-year maturation period required for Joker—as previously mentioned—is simply not practical. Consequently, Fatimas are placed within a nutrient solution to accelerate their growth, reaching full maturity within a span of sixteen to twenty years. Throughout this process, a vast array of information regarding Joker is continuously streamed into the Fatima. They are capable of everything from cooking meals to repairing a mortar headd's generator; they can decipher ancient human texts, and even if cast adrift in the absolute solitude of deep space, they can determine their proper course by analyzing the light and radio signals received through the stars and their own head crystals.

Fatima's artificial thymus is designed to discard the genetic information responsible for "aging" the moment it is removed from its culture medium—a process that would otherwise halt growth—thereby rendering the body incapable of aging. In essence, Fatima's genetic makeup enables her body to maintain a state of perpetual stasis. This capability is clearly evident in her teeth: even if broken or knocked out during combat, they will either regrow or be replaced by new ones, ensuring they are never permanently lost or worn away. One can only wonder what kind of scientific feats are required to engineer such an artificial life form. During a conversation with Kaien, Meeth reveals that the genetic information defining both Fatimas and knights are not confined solely to the genes within their chromosomes; she further suggests that another biological control system—specifically, the presence of antibodies—also plays a pivotal role in their makeup.

Even Fatima—beings that could be described as all-powerful—are subject to a formidable restriction imposed upon them by humanity. That restriction is the "removal of reproductive capacity"—the inability to conceive children. It remains unclear whether this measure was taken out of a fear that humanity itself would be imperiled if such extraordinary life forms were allowed to multiply unchecked, or if, conversely, the creation of a "non-aging body" necessitated the sacrifice of a fundamental biological system—reproduction. What does appear to be an undeniable fact, however, is that Fatimas are incapable of producing meiotic cells (eggs and sperm). As for precisely what manner of modifications Dr. Ballance attempted to implement upon the "format cells" he so extensively manipulated—that, for now, remains a mystery.

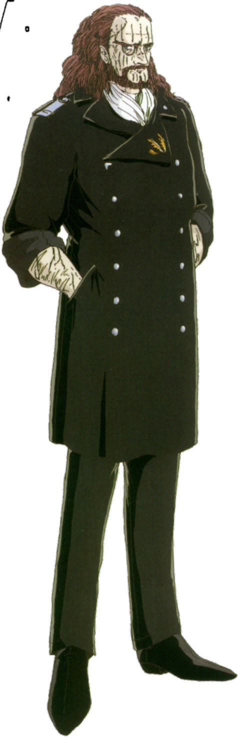
"Damgate control" refers to a system of emotional



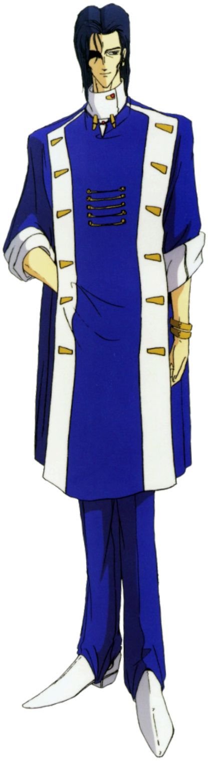


Fatima Fates

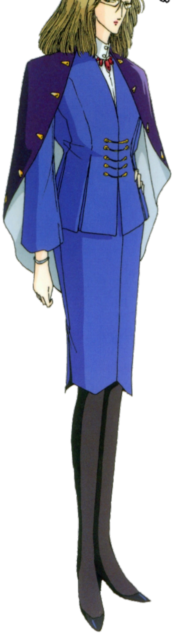
Fatima Fates are artificial lifeforms created to handle information processing for Mortar Headds. They were pitiful subspecies, treated as playthings and discarded simply because they were not human; the only ones who truly accepted them were the Headdliners



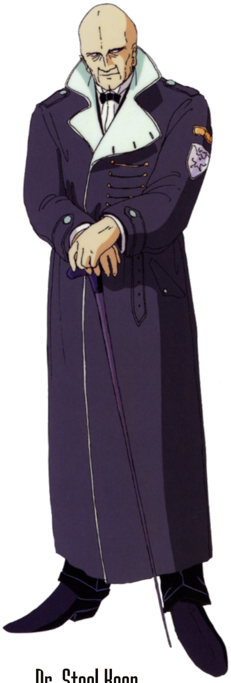
Dr. Morard Carbyte



Dr. Chrome Ballanche



Dr. Prism Corks



Dr. Steel Koop

Fatima Meights

Four individuals have distinguished themselves in the history of the Star Clusters as Fatima Meights. Ballanche is the renowned creator of the "Three Goddesses of Fate" and the "Queen," as well as the father of the Fatimas serving most of the Eastern Knight Orders. Morard is the creator of Fatimas such as Est, Porter, Lurie and Sorut; his life was thrown into disarray after he met Lachesis—the "Fortune Fatima"—in the year 2989. Steel is the creator of Krautoma, Verbal, and Dolrite. Finally, there is Corks, a female Fatima Meight who created Philleto, Trance and Pharita.

regulation—hardwired into a new class of life forms known as Fatimas—that was devised by humans who feared these beings for their exceptional intellect, physical beauty, vitality (longevity) and physical stren-gth. From the very moment of their inception within the star cluster, Fatimas were already imbued with a form of mental conditioning known as the "Lithium Balance," encoded directly into their genetic makeup. This mechanism functions much like the Three Laws of Robotics, mandating principles such as "absolute obedience to all humans and living beings." However, even in the absence of such specific regulatory protocols, Fatimas are inherently gentle and docile creatures; compared to humans, their instincts for aggression and self-preservation are remarkably subdued. He possesses a nature that abhors the very acts of harming others or engaging in competition. Consequently, he harbors absolutely no jealousy or sense of inferiority—not even toward Fatima, who is technically far superior to him. When individuals such as these are coerced into the acts of killing and destruction inherent to warfare, nothing awaits them but total mental collapse. "Unfit for war." "Incapable of killing humans." "Yet, bound by absolute obedience to a Knight's commands." What, then, is to be done? It was precisely to address this dilemma that an auxiliary system—a specialized mechanism for emotional and cognitive regulation known as damgate control—was subsequently installed.

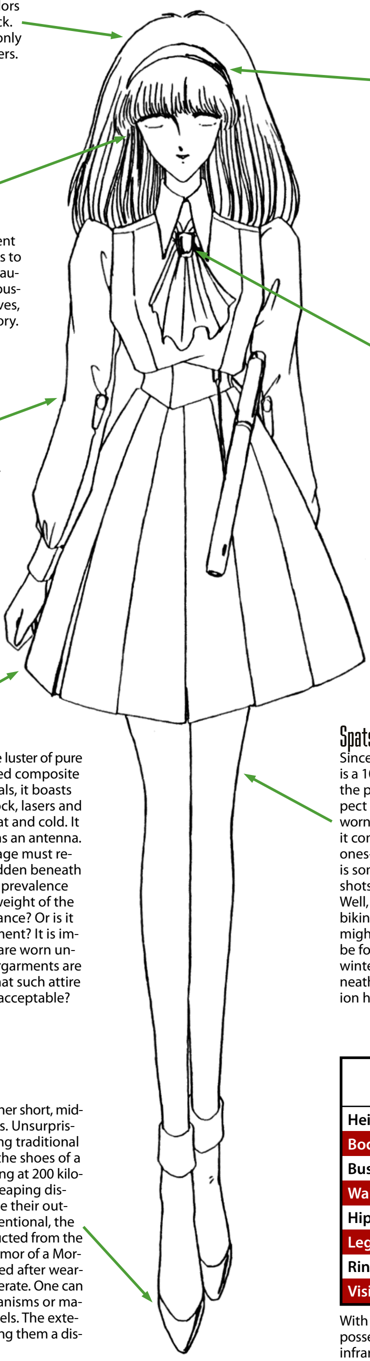
Occupying the highest tier of mental programming, this damgate control system comprises several core tenets: "Absolute obedience to a knight's commands;" "One must never avoid the destruction and slaughter inherent to combat involving a mortar headd;" and "The killing of humans in the course of such actions is a mandatory duty." Furthermore, it dictates: "A Fatima without a master possesses no right even to her own self-preservation;" "Should a masterless Fatima be subjected to harm by humans, she must not offer any resistance;" and "Even if these circumstances place her in mortal peril, she must make no attempt to avert her own death."

Subsequently, the "mental control" protocols—which had been embedded within them since before their very inception—were removed to prevent conflicts (specifically, the clash of contradictory control clauses) with the later-imprinted damgate control. Consequently, damgate control alone became the sole regulatory framework governing the Fatimas. Warfare and the act of killing on behalf of their Knights became the Fatimas' prescribed duty; furthermore, because their emotions are effectively "severed" during the execution of such acts, instances of Fatimas succumbing to madness have been drastically reduced. The primary objective behind the chemical maintenance procedures—which Fatima meights and meisters perform multiple times a year—is precisely this purging of the emotional residue generated during combat engagements.

Fatima possess but a single right: the ability to choose the knight who will serve as their partner—their "master." This prerogative was established to ensure that a created Fatima can fully unleash their capabilities in controlling a mortar headd by selecting the knight with whom they share the greatest compatibility; conversely, the choice cannot be made by the knight, for no matter how fervently a knight may desire a specific Fatima, they cannot function as a fully effective fighting force if their compatibility is poor.

Partly due to the fact that their minds are under strict control, the psyches of the Fatimas are extremely fragile. Furthermore, their physical bodies are highly susceptible; even minor allergies or psychological trauma can instantly trigger a fever or manifest as a physical ailment. Even their clothing requires special care, necessitating the use of custom-made undergarments crafted from natural fibers. In stark contrast to their formidable performance capabilities, they are, in reality, creatures of profound weakness and fragility. Indeed, were humanity to simply leave them to their own devices, they would likely perish. Yet, even after losing their masters, the Fatimas do not succumb to death; instead, they endure—living on in search of a new master. Perhaps they do so for the sake of damgate control, or perhaps it is sustained by the deeply held belief that "somewhere out there, a knight is in need of me."

In addition to the humanoid-type Fatimas, there also exists a non-humanoid variant known as the Eetoramuru type. This represents an alternative form of the Fatima, originally developed by Dr. Eetoramuru during the era of the Ice Dart. It is rumored that several renowned Eetoramuru-type Fatimas—specifically those bearing serial numbers in the 20s—were created by Duke Ballanche; however, absolutely no information regarding them has ever been released. Furthermore, a distinct category of highly specialized Fatimas has been created: non-combat models dedicated exclusively to the development and maintenance of Mortar Headds. These include Fatimas designed solely for computational processing to facilitate mortar headd tuning, as well as those capable of simultaneously managing the computational adjustments for multiple Mortar Headds on their own. While many of these specialized units belong to the Eetoramuru type, humanoid variants also exist. However, they are fundamentally unsuitable for use in actual combat operations. Notable examples include Bacstual and Vitter Schasse, both of whom serve Aisha.



Hair

Much like eye color, hair color comes in a wide variety of shades—ranging from white through the seven colors of the rainbow, all the way to black. In terms of length, it most commonly extends to just below the shoulders.

Frontal Lobe Transmitter

Although they may differ in position and shape, head capacitors are functionally almost identical.

Eye Contacts

Eye contact takes on many different forms. While it is rare for the pupils to be clearly visible, the fact that the author somehow—almost unconsciously—ends up drawing them in serves, perhaps, as proof of a poor memory.

Jewelry

Fatimas wear gemstones at four or five locations on their bodies—including their cuffs. This serves as a safeguard: should an emergency arise, the gems can be sold and converted into cash—a thoughtful provision made by their headdliners and Fatima Meights. The collection comprises a wide variety of stones, such as diamonds, rubies and opals; if converted into monetary value, the total amounts to roughly 50 million yen. Incidentally, the ruby adorning Lachesis's skirt belongs to Aisha—and is worth several billion yen.

Blouse

Blouses are predominantly white. Mid-length and long sleeves account for 80% of the total.

One-piece Suit

The one-piece suit gleams with the luster of pure leather. Constructed from a layered composite of seven or eight different materials, it boasts truly formidable resistance to shock, lasers and extreme temperatures—both heat and cold. It also serves a secondary function as an antenna. Since the shoulders and décolletage must remain concealed, they are kept hidden beneath a high-collared blouse. As for the prevalence of mini-skirts—is it to offset the weight of the jacket? Is it a matter of sheer defiance? Or is it simply to facilitate ease of movement? It is impossible to say. Given that tights are worn underneath, ensuring that no undergarments are visible, perhaps the rationale is that such attire is, technically speaking, deemed acceptable?

Spats and Tights

Since baring one's legs is strictly forbidden, wearing tights is a 100% absolute requirement—a measure that also serves the practical purpose of protecting the legs. I strongly suspect that characters like Ulicul and Schuscha must have worn tights that matched their skin tone exactly…but when it comes to Fatimas who serve royalty—like the King-class ones—the specifics remain a mystery. After all, the author is someone who absolutely refuses to engage in "panty shots!" Remember that skirt-lifting scene with Megaera? Well, what she had on underneath was actually a pair of bikini bottoms! Swimwear—it was just swimwear! Some might argue that there wasn't an ounce of sex appeal to be found there, but the truth is, the author simply prefers winter fashion—styles where the body is kept hidden beneath layers of clothing and fabric. Skimpy summer fashion holds absolutely no interest for me! I hate it!

Shoes and Boots

Footwear consists of boots—whether short, mid-calf, tall, or calf-length—or pumps. Unsurprisingly, one never sees them wearing traditional "zori" sandals. After all, these are the shoes of a Fatima—beings capable of sprinting at 200 kilometers per hour and effortlessly leaping distances exceeding 20 meters. While their outward appearance is entirely conventional, the heels and inner linings are constructed from the very same material used for the armor of a Mortar Headd. In fact, if left unattended after wearing down, they will actually regenerate. One can only imagine what sorts of mechanisms or materials are packed inside those heels. The exterior features an enamel finish, giving them a distinct, glossy sheen.

	Average Female Fatima Data	Est's Data
Height	**158 ~ 170cm**	**161cm**
Body Weight	**37 ~ 44kg**	**38kg**
Bust	**75 ~ 86cm**	**79cm**
Waist	**42 ~ 52cm**	**44cm**
Hip	**77 ~ 85cm**	**81cm**
Leg Size	**21~ 23cm**	
Ring Finger Size	**#5~6**	
Vision	**2.5 ~ 3.9**	

With a waistline of 42 centimeters, it is a Lachesis. Its eyes possess night vision capabilities—performance that renders infrared night-vision scopes utterly incomparable. They appear to be roughly the size of an owl's.

Fatima Fates

Fatima Fates

While the precise details regarding the nature of the Fatimas are not explicitly revealed until Episode 3, "Traffics," earlier episodes—such as the "Prologue," "Addler 2988" and "Jüno 2989"—served merely to provide a broad, albeit superficial, sketch of the story's imagery and world-building. Consequently, some readers may have come to realize that it was actually the "Kalamity" episode, featuring Bruno, that marked the true beginning of FSS. Of course, it goes without saying that the saga could not have commenced without the episodes centering on Lachesis and Clotho, either.

Lachesis, Mirage Knight, Colus and Clotho stand at the very pinnacle of this narrative; it is essential to understand that the dialogue exchanged between them—as well as the manner in which their Fatimas are treated—represents a state of affairs that is exceptional in the extreme. By no means do all Fatimas or knights receive such treatment, nor are they all possessed of such immense power.

While it is perfectly fine if one looks at Lachesis or Clotho and thinks, "This is what a Fatima is," within the context of the FSS universe, their stories function precisely because—despite being Fatimas—both of them belong to the "Queen Class."

From a taxonomic standpoint, a Fatima is equivalent to a human being. However, precisely because she is a human created by humans, her legal status places her somewhere between "less than human" and "more than mere property." The only individuals capable of owning a Fatima are those capable of piloting an MH—specifically, headdliners or knights. The sole distinction between a Fatima and a standard human lies in her genetic makeup: she is engineered with DNA that endows her with reaction characteristics on par with a Headdliner—including a 100-meter dash time in the six-second range and a vertical leap exceeding four meters.

Furthermore, there exists a set of rules—programmed into the very core of this specialized DNA from the outset—that serves to restrict their actions. This is the damgate control program.

- You must not inflict harm upon human beings, except when ordered to do so by your master.
- I will not accept orders from anyone other than my master.
- I respect the words of any human other than my master.
- In response to the master's final command—"You must hunt the next master!"—the program was completely resolved, and Fatima set out to seek her next master. In the process, her programming transformed into the code detailed below.
- You must not harm others.g
- Even if it means being killed oneself, one must not inflict violence upon others.
- You must not behave like a human. You must not remove your i-lenses.

This constitutes a far more stringent set of constraints than Asimov's "Three Laws of Robotics;" indeed, they are denied even the fundamental right to defend themselves. The sole prerogative granted to them is the right to select a "master"—a protector—for themselves. While the selection of their next master is determined randomly—much like a computer-generated random number—they are nonetheless permitted to serve a stronger knight, should they so desire. In other words, when they find themselves unattached—or "free"—if they encounter multiple knights, they are at liberty to choose to serve the one among them whom they deem the most powerful. This is a prerogative exercised when powerful Fatimas seek a knight—such as during the "debut," the ceremony in which named Fatimas select their masters. For a Fatima who has remained unbonded for a prolonged period—particularly one who has suffered severe harm at the hands of humans—finding a knight to provide protection is the sole means of ensuring her personal safety. Under such circumstances, she is in no position to make demands such as, "I want the strongest knight."

Upon being requested by a Fatima to "become her master," a knight places a finger—or another part of their body capable of transmitting their DNA—against the Fatima's head crystal, thereby allowing the Fatima to record their personal data. With the knight's declaration, "You are my partner," the formal establishment of that knight as the Fatima's master is complete. Naturally, there are numerous precedents—such as those involving Amaterasu or Colus—where a single knight possesses multiple Fatimas.

However, this method raises a question: could not a human lacking the abilities of a Knight simply force their hand onto a crystal and forcibly claim a Fatima as their own? Regrettably, the answer is no; a Fatima will not recognize anyone other than a knight as its "master." The fundamental differences in their reactive characteristics are insurmountable; even when behaving in an entirely ordinary manner, a knight remains—at their core—a knight, and a Fatima, observing their movements, will invariably seek out the knight who possesses the greater power.

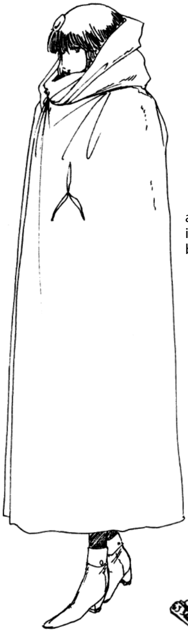
Non-Programmatic Constraints on Fatima

- The eye lens crystal must not be removed.
- You must not expose your skin—specifically your legs, neckline, or shoulders.
- Public statements made by Fatima are not rec-

ognized. In other words, anything Fatima says is devoid of meaning and carries no legal weight—whether, for instance, in the context of a defense argument during a trial. Even if Fatima were present at a murder scene and witnessed the perpetrator, her testimony would not be admissible. (This is, of course, merely a matter of official protocol; after all, it is inconceivable that Fatima would ever tell a lie. Consequently, this stipulation effectively means that Fatima is barred from entering or accessing any public institutions.)

- You must not reveal your true form to humans, nor do anything that might cause them discomfort. When venturing out, you are to wear a mantle that conceals both your face and your body. This rule applies equally when you are serving in the capacity of a knight. This stricture exists—as goes without saying—due to your surpassing beauty; it serves as a safeguard against the gaze of men and as a courtesy toward human women.

There also exist numerous external constraints, such as these.

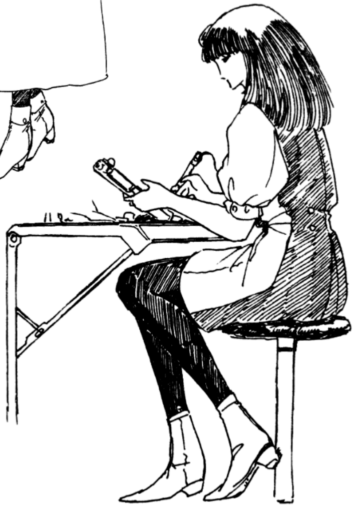


● When a Fatima is out and about. In public places, she invariably conceals her face beneath a hood

General Information About Fatima

Fatima's physique is slender and lithe, designed to prioritize endurance and agility over sheer physical strength. Guided by her genetic blueprint, her beauty and physical proportions remain flawless and unchanging throughout her entire existence. Furthermore, the designs of her attire are highly diverse—ranging from styles commissioned by the state or created by individual patrons, to garments crafted by the meight themselves, or those produced at a Fatima factory.

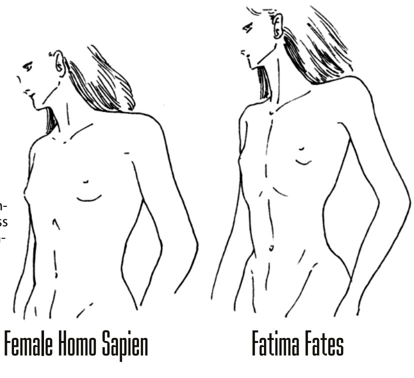
That attire, too, is subject to numerous constraints: it must feature a style that makes the wearer instantly recognizable as a Fatima, and it is stipulated that their appearance must not be identical to that of a human woman of the same generation.



● Fatima possesses an intellect on par with a Ph.D. in engineering or physics. Consequently, she is capable of handling almost any task—from maintaining an MH to repairing a microwave oven. Here, she is in the process of adjusting the blade length of spadd.

Is Fatima surprisingly stylish?

Several spare jackets are kept on hand to replace those that become soiled or damaged during combat. In addition, she appears to consistently carry a supply of roughly ten spare blouses and four or five pairs of shoes. When she is alone with her headdliner, she sometimes chooses to wear a variety of outfits rather than strictly adhering to Fatima fashion.



● Female-model Fatimas possess a sculpted, male-like physique, almost entirely devoid of feminine curves or softness. Their chests are flatter than those of East Asians, and their joints appear notably prominent. Although they appear to lack musculature, their bodies possess a steel-like resilience; despite their slender build, they harbor tremendous latent power. Their necks and limbs are long.

Fatima Fates: Fatima Growth and Development

The Growth Process of Fatima Fates

Stage 1

Information encoding qualities equivalent to those of a headdliner is incorporated into DNA synthesized from amino acids and carbon particles. Into this 100% complete, artificial DNA precursor—which retains a reserved storage slot for the damgate control data to be input later—the genetic material is assembled within a single ovum. This is known as a "Fatima precursor;" and, as goes without saying, its physical appearance is absolutely identical to that of a human being. Under normal circumstances, such precursors are unobtainable. Much like the MH, the individuals permitted to handle them are strictly limited—a privilege granted exclusively to meights. Figures such as Ballanche and Morard, however, go so far as to personally craft these precursors with their own hands.

Stage 2

The preparatory body develops into a cellular structure, eventually becoming a fertilized egg. Aside from being housed within a capsule, it follows the exact same developmental trajectory as a human being from this point onward. More than 98% of all standard Fatimas are produced through this specific process. This is not something that can simply be purchased off the shelf; furthermore, even if one were to attempt to nurture it within the womb of a human female, the genetic information differs fundamentally, resulting in a miscarriage in nearly 100% of cases. In the extremely rare instances where such a fetus does survive to birth, the resulting individual possesses a distinct psychological makeup and does not develop into a Fatima.

Stage 3

Cultivated within a solution, its physical form is absolutely indistinguishable from that of a human being.

Stage 4

The state immediately following birth. At this stage, no information input whatsoever takes place. It is believed that, starting from this point, Ballanche and his associates conduct—in addition to computer-based methods—a form of upbringing centered on conversational interaction.

Stage 5

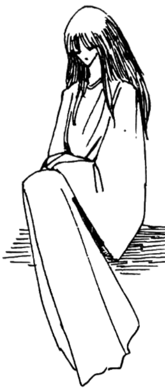
This period spans roughly from the second to the eighth year of life. During this time, they undergo the full scope of education that a human being would receive—including general schooling, information acquisition and exposure to all current events up to that point. Simultaneously, external systems conduct control checks on their MH (Mortar Headd) interfaces and run operational simulations. However, Fatimas created from fertilized eggs do not yet possess a distinct personality; conversely, those created from "preparation bodies" do indeed possess their own unique individuality. While it would technically be possible to accelerate their development to adulthood at this stage, this is not done, as it would constitute a violation of the laws governing Fatimas. Furthermore, being in such an unfinished state, they would be entirely unfit for practical use.

Stage 6

Beginning around the age of ten, the educational regimen for a Fatima commences. This process is monitored using indicators known as "cables" or "markers." In particular, they are instilled with graduate-level knowledge in fields such as physics, engineering and the natural sciences. It is also during this period that the previously stored damgate control is brought to completion. As their personality takes shape and their data storage reaches full capacity, the process halts, and they attain full maturity.

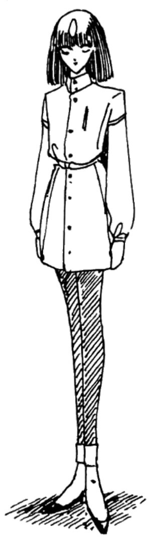
Stage 7

Upon emerging from the capsule, the subject undergoes surgical implantation of a cranial crystal. For a period following the removal of their identification markers, they undergo a process of physical and physiological adjustment to the external world—an environment they are encountering for the very first time.



Stage 8

Upon reaching adulthood, a Fatima resides under meight's care for two to three months, awaiting the day she is wedded to a knight. Once negotiations with a knight are successfully concluded, a recompense is paid to meight by either the knight himself or his nation. However, this stipulation does not apply to Fatimas originating from a state-owned "Fatima factory."



Fatima Fates: Fatima Wear

What Fatima Are Wearing

Fatima Suit

It is an exceptionally expensive product of heavy industry. Its surface possesses an uncanny, fluid-like luster that diffuses and repels optical beams, such as those emitted by laser weaponry. The material itself features a seven-layer laminated structure, endowing it with sufficient impact resistance to withstand pistol rounds. Embedded within these laminations—deployed as thin, film-like layers—are systems for climate control, rapid hemostasis and cooling in the event of injury, and life support equipment. The suit itself has become quite heavy, weighing in at five or six kilograms. Silk is used for the lining to protect Fatima's delicate skin. To reduce the surface area of this now-heavier Fatima suit material, the arms and legs have been left exposed. Furthermore—much like Clotho's suit—many models incorporate materials such as velvet or doeskin into certain sections of the fabric.

Undergarment

Many Fatimas wear a one-piece, silk bodysuit. Since the suit is climate-controlled, they do not appear to wear much additional clothing.

Head Capacitor

The "crystal" is a mortar headd controller utilized by Fatimas. It functions as a brainwave controller, directly sensing and interpreting data from the mortar headd. It is composed of a synthetic substance harder than diamond. Fatimas possess a specific mounting point on their heads for this capacitor, where it attaches magnetically.

Hair

It was not until the 2600s that Fatimas finally gained a certain degree of freedom in choosing their hairstyles. However, artificial styling remains strictly taboo. Dyeing one's hair or getting a perm is forbidden; their hairstyles must remain strictly within the bounds of what is considered "Fatima-like" (whatever that may entail).

Blouses

While satin silk is frequently used, very ordinary fabrics—such as cotton—are also employed. However, because the garments are tailored to fit a Fatima's physique, they are utterly unwearable by humans (featuring a waistline of approximately 43 centimeters).

Belts, Neckties, etc.

Neckties and belts are worn as a matter of personal taste rather than out of functional necessity. Natural materials—such as leather and velvet—are frequently used in their construction.

Calculation Speed

It cannot be replaced by mere clock speed; rather, it excels in complex computational power. It demonstrates exceptional sampling capabilities across any environment, and its processing of solutions is nothing short of astounding.

Tights

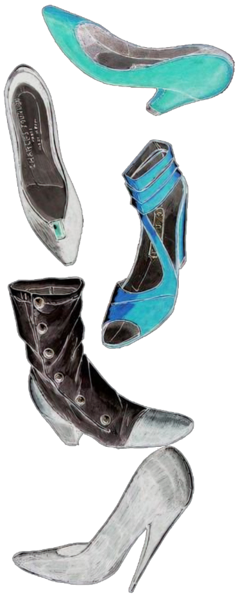
Originally, they were crafted from a thin, wetsuit-like fabric designed to provide shock resistance; however, by the latter half of the Decadent period, they had devolved into nothing more than ordinary tights or stockings.

S-shaped Fatima Socks

These are sheer nylon socks. There is no rationale for their use other than as a means of type identification. This tradition appears to have been handed down from the Cluster's very first Fatima—the Focuslight—who wore white leg wraps beneath her boots.

Shoes

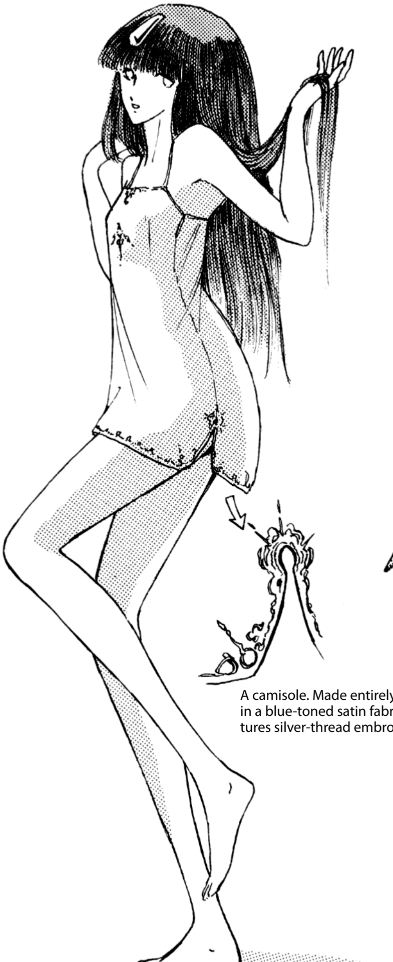
The boots worn by Fatimas—knights capable of running at speeds of 180 kilometers per hour and leaping distances of 30 meters—are crafted from the very same material used for the armor of mortar headds. In terms of their construction, these boots must surely be far more advanced than anything we might imagine; in all likelihood, they would last for well over a century.



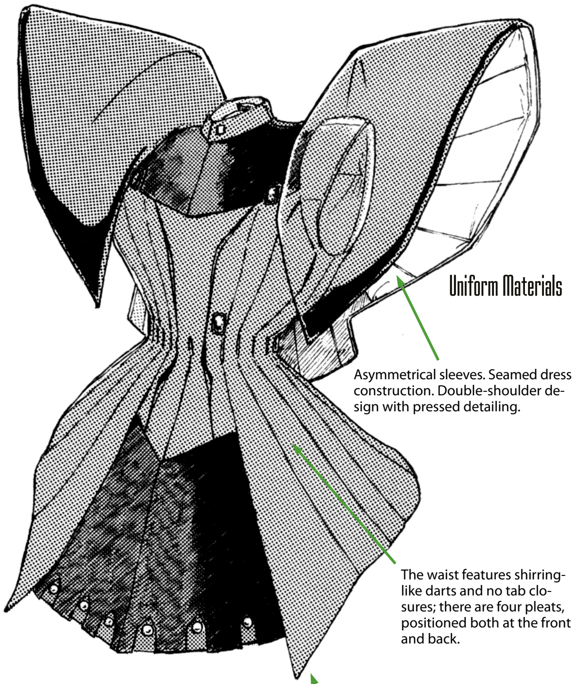
Fatima Fates: Decadent Style Uniform

Fatima Fates

Smock-Style Miniskirt Uniform



A camisole. Made entirely of silk, in a blue-toned satin fabric. It features silver-thread embroidery.

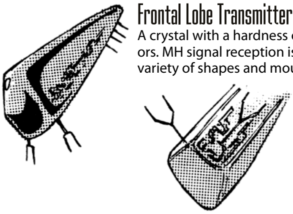


Uniform Materials

Asymmetrical sleeves. Seamed dress construction. Double-shoulder design with pressed detailing.

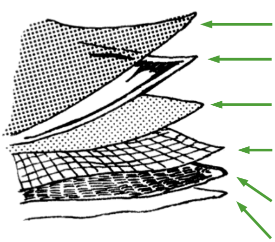
The waist features shirring-like darts and no tab closures; there are four pleats, positioned both at the front and back.

This piece alone is an exception; the black sections are faced with velvet.



Frontal Lobe Transmitter

A crystal with a hardness of 12. A gemstone. It comes in various colors. MH signal reception is categorized here. It also features a wide variety of shapes and mounting locations.

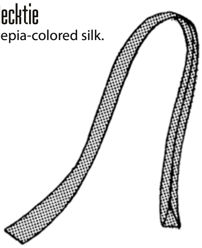


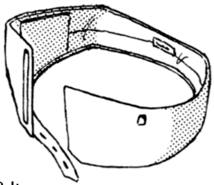
- A polarizing screen. It is tinted. This determines the color of the clothing.
- Outer casing. Made of plastic. Full metal coating; transmitting antenna.
- Light-resistant laser separation sheet. Designed to withstand and facilitate separation upon exposure to laser light.
- Heat-resistant metal fiber. It also offers bulletproof capabilities and withstands temperatures up to approximately 2,000°C.
- Shock-resistant engineered synthetic fiber. Bulletproof vests.
- Lining. Made of pure silk.

わたち
もーたーへっど
大っきらい!
かめさんかめさん
ぷーぷっぷー
ニーヤーアホなファティマは
例外中の例外なのだ.

Necktie

Sepia-colored silk.



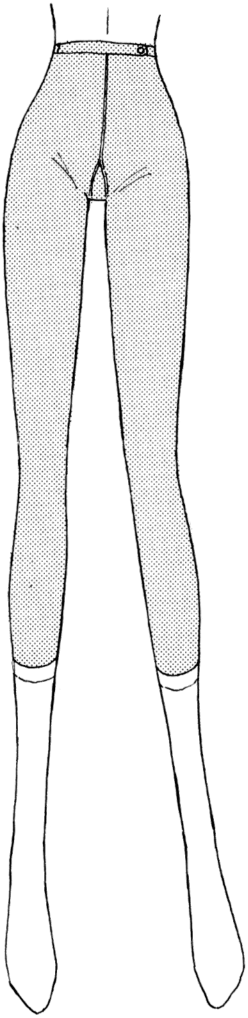


Belt

Features internal armor inserts that maintain the shape. Leather top surface; sheepskin lining. Includes two hidden pockets.

Spats

It is made from a heat-resistant silicone-based material. There are no side or back seams, and the design features gusseted panels—similar to dance tights—to ensure ease of movement.



Stockings

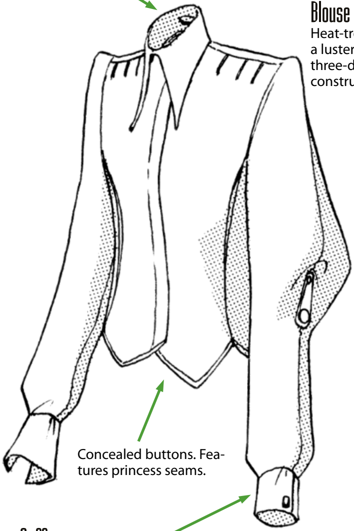
It's just an ordinary, thin item. It certainly isn't made of shock-resistant, laser-separating polarized screen material.

Standing Collar

The neckline is a stand collar.

Blouse

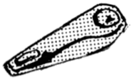
Heat-treated synthetic fabric. It possesses a luster comparable to silk satin. Features three-dimensional tailoring, haute couture construction, and set-in sleeves.



Concealed buttons. Features princess seams.

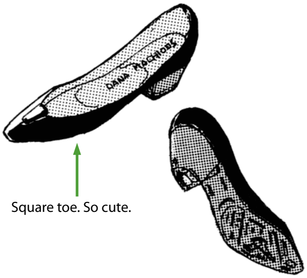
Cuffs

Fatimas wear gemstones at four or five locations on their bodies—such as on their cuffs—as a provision from their Headliner or Fatima Meister to be sold for cash in an emergency. These include a variety of stones like diamonds, rubies, and opals, with a total value of approximately 100,000 Feathers. Incidentally, the ruby on Lachesis's skirt belongs to Amaterasu and is worth several million Feathers.

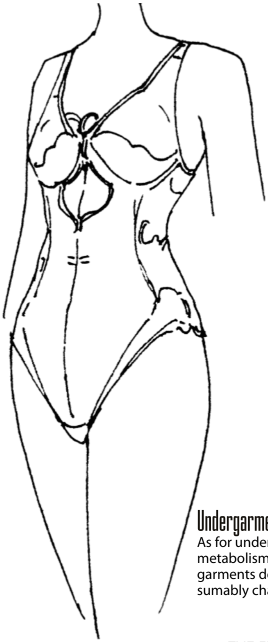


Panning Stabilizer

A controller that complements the left and right MH monitors. It's made of pure silver and is heavy. Only a PA engineer would understand…the significance of this.



Square toe. So cute.



Undergarment

As for underwear, it is exclusively bodysuits. Since their metabolism is lower than that of an average person, the garments don't get particularly dirty, but they are presumably changed every day.

Fatima Fates: Plastic-Style Uniforms

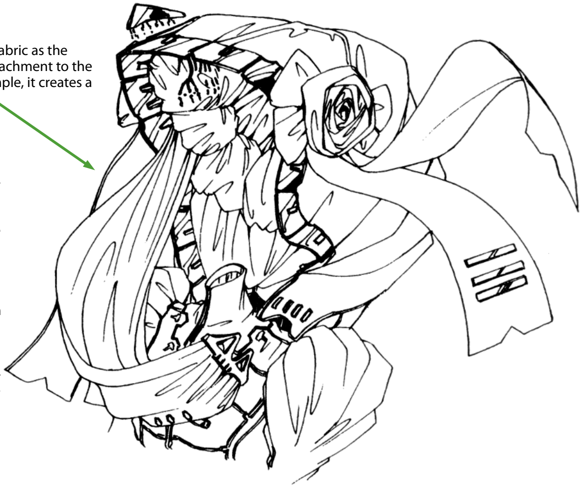
Plastic Suits

This Fatima suit was newly designed by Lady Series Cyan—widely acclaimed as the greatest designer in the Joker Dynasty—in accordance with the revision of the Star Cluster Laws. Although classified as a new model, its materials and lamination techniques remain virtually identical to those of conventional suits. The suit fabric consists of a seven-layer laminate of synthetic materials, engineered to provide protection against both optical weaponry and physical impact. Lady Cyan's fabric incorporates an additional feature: an "illumination coating" that allows the underlying layers—up to three deep—to remain visible, creating a beautiful, diffuse play of light. Specialized processing has been applied to each of the suit's joints. Engineered with an elasticity that synchronizes with joint movement, these sections move as naturally as human skin, ensuring that the hem never rides up or bunches awkwardly. The jewelry worn by the Fatimas for self-protection remains identical to previous iterations. The weight of the suit itself has increased compared to the Decadence suit, now tipping the scales at approximately seven kilograms.

● A shawl crafted from the same fabric as the wimple. Although originally an attachment to the bonnet, when paired with the wimple, it creates a beautiful double-layered drape.

The Bonnet

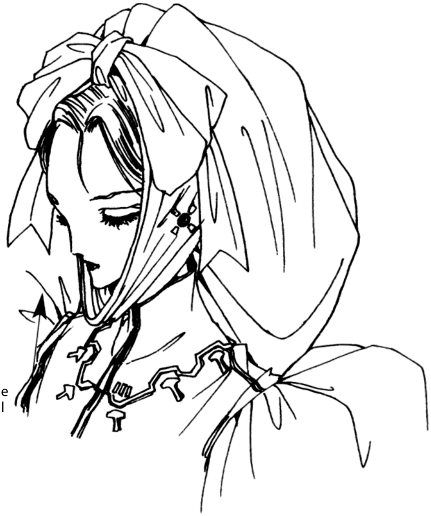
The headgear covering the head is known as a "bonnet." This headpiece represents the pinnacle of Joker's technological prowess, incorporating internal cushioning material that is as light and soft as air. This same cushioning material is utilized within the "Fatima room" of a mortar headd (MH), serving to shield the Fatimas from the violent shocks of combat. The head capacitor, typically mounted on the head itself, connects directly to this bonnet. The bonnet features connection points located either on the shoulders of the suit or at the back of the neck; consequently, even when removed from the head, it does not detach completely but instead hangs down the wearer's back, much like a hood. The issue that arose was that the adoption of this bonnet design rendered the conventional Fatima cockpits unusable. Consequently, Amaterasu hastily designed—on an emergency basis—the cockpits for the first three units: Megaira, Concord and Auxo, and supplied them to each MH. Of these, only the cockpit for the MH Empress was assembled by Dr. Maggey Corter, based on those very blueprints. As a result, the Fatima cockpits in these three units are identical.



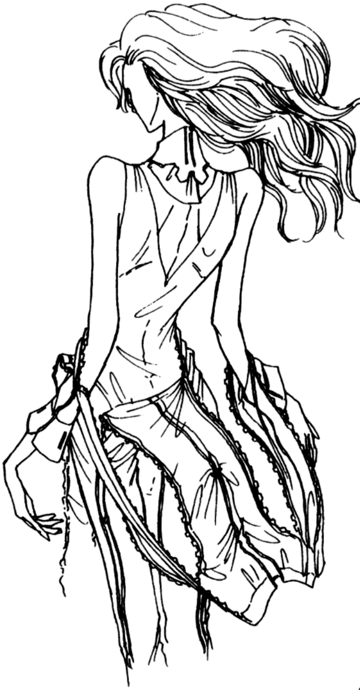
● The attachment points securing the bonnet to the suit are located at the shoulders; they are designed to ensure that, even if the bonnet is pulled backward, it does not constrict the neck.

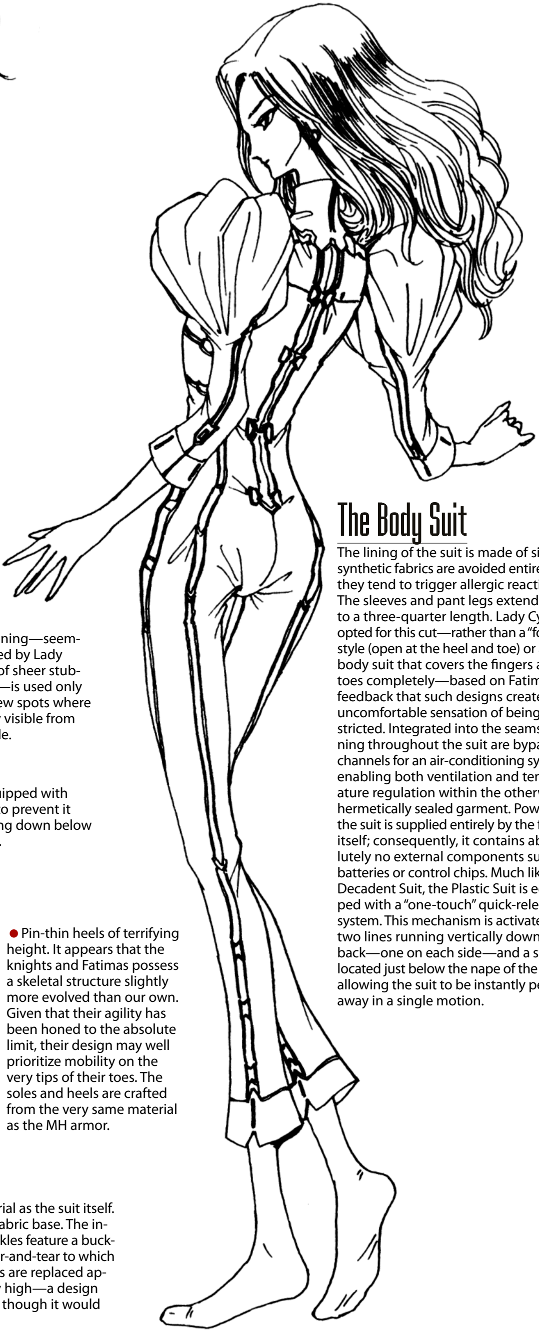
The Wimple

The head covering wrapped around the face is known as a "wimple." While regional and national variations in terminology exist, the specific style worn by Fatima and her companions is collectively referred to as a wimple, regardless of the precise manner in which it is draped. Typically, the fabric is drawn up from beneath the chin and over the head, where it is then tied or fastened at the crown. Because the head is completely enveloped, virtually no hair remains visible. Lady Cyan employs intricate cutting techniques to ensure that the wimple's drapery falls with exquisite grace. The fabrics utilized for these pieces include tulle, linen, silk and velvet; however, when a wimple is color-matched to a suit, it is crafted from the exact same material as the suit itself—though the inner lining is invariably made of silk. Megaira's wimple, specifically, is fashioned from satin silk. As one might expect, the use of such natural materials was ultimately exempted from regulatory restrictions.



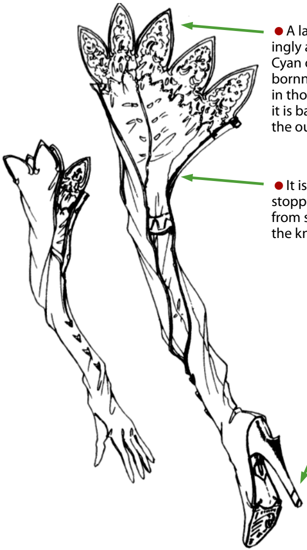
● The suit's central control panel. This panel governs functions such as the donning and doffing of the suit, body temperature regulation and more. While Fatimas are capable of remotely controlling these systems via the head crystal located on their heads, they typically opt to operate them manually.





The Body Suit

The lining of the suit is made of silk; synthetic fabrics are avoided entirely, as they tend to trigger allergic reactions. The sleeves and pant legs extend only to a three-quarter length. Lady Cyan opted for this cut—rather than a "footer" style (open at the heel and toe) or a full-body suit that covers the fingers and toes completely—based on Fatima's feedback that such designs create an uncomfortable sensation of being constricted. Integrated into the seams running throughout the suit are bypass channels for an air-conditioning system, enabling both ventilation and temperature regulation within the otherwise hermetically sealed garment. Power for the suit is supplied entirely by the fabric itself; consequently, it contains absolutely no external components such as batteries or control chips. Much like the Decadent Suit, the Plastic Suit is equipped with a "one-touch" quick-release system. This mechanism is activated via two lines running vertically down the back—one on each side—and a switch located just below the nape of the neck, allowing the suit to be instantly peeled away in a single motion.



- A lace lining—seemingly added by Lady Cyan out of sheer stubbornness—is used only in those few spots where it is barely visible from the outside.
- It is equipped with stoppers to prevent it from sliding down below the knees.
- Pin-thin heels of terrifying height. It appears that the knights and Fatimas possess a skeletal structure slightly more evolved than our own. Given that their agility has been honed to the absolute limit, their design may well prioritize mobility on the very tips of their toes. The soles and heels are crafted from the very same material as the MH armor.

The Boots and Gloves

The boots and gloves are crafted from the same material as the suit itself. Beautifully tanned leather is overlaid upon the suit's fabric base. The interior is lined with silk, while the sections below the ankles feature a buckskin lining. Given the intense movement and high wear-and-tear to which they are subjected, the linings of the gloves and boots are replaced approximately twice a year. The heels are extraordinarily high—a design that appears to pose no structural issues for a Fatima, though it would be utterly impossible for a human.

The Undergarment

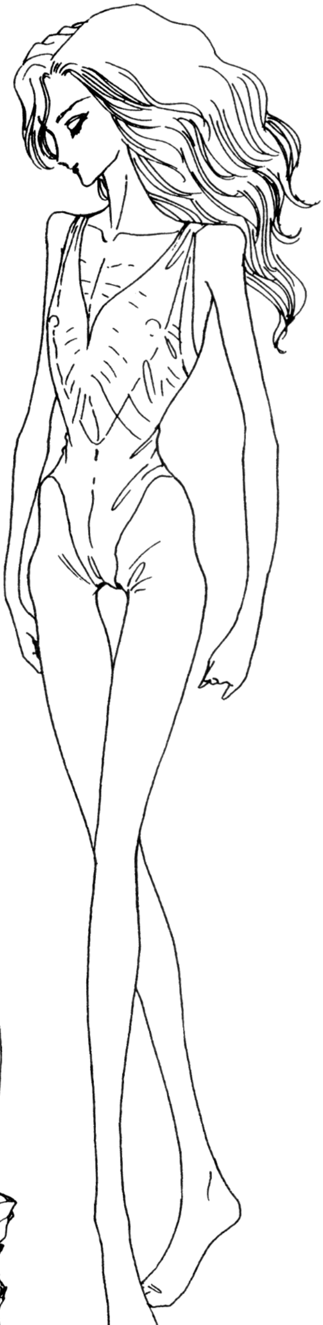
Inner Suit

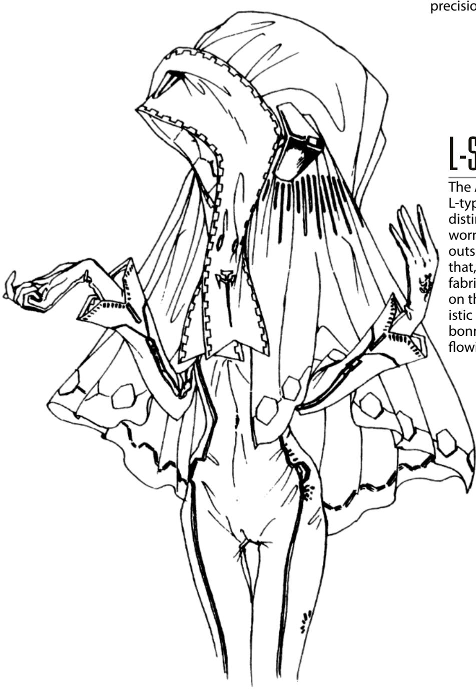
The undergarments are of the bodysuit variety—a stark departure from the style worn during the earlier "Decadent" era—and are entirely devoid of ornamentation such as lace, embroidery, or visible seam lines. This design was adopted by Lady Cyan specifically to prevent any undergarment lines from showing through the plastic suits, which are engineered to accentuate the body's contours to the absolute extreme. However, the undergarments created for Auxo serve as an experimental exception; they are designed so that the lace detailing actually appears to "float" upon the surface of the suit itself. Consequently, it appears that some of these pieces feature incredibly elaborate ornamentation—on par with the exquisite craftsmanship of brands like La Perla. They are crafted from silk.

Inner Tights

Designed to facilitate smooth movement between the body and the suit pressing against it, this garment is worn either beneath or over the inner suit. Like the suit itself, it features absolutely no seams, stitching lines, or panel transitions. It extends all the way up to the neck and chest—a design choice made to avoid the visible lines across the abdomen that would result from a standard pantyhose-style cut. We remain utterly baffled as to how it is actually constructed. Since it is never meant to be seen, the vast majority of these garments are flesh-colored. They possess absolutely no sex appeal whatsoever.

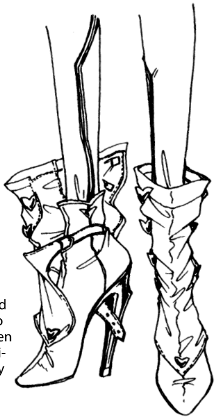
● People often ask, "Doesn't Fatima carry a watch?" However, they actually have a timepiece built right into their head capacitor—one with the precision of an atomic clock.





L-Size Fatima Cuffs

The Aglaea Suit by Qukey. On the L-type Fatima, the cuffs feature a distinct cuffband design and are worn exposed—protruding from outside the gloves. It also appears that, in some instances, the suit fabric on the legs is similarly worn on the outside. Another characteristic unique to the L-type is the bonnet, which takes the form of a flowing mantle.



S-Size Fatima Leggings

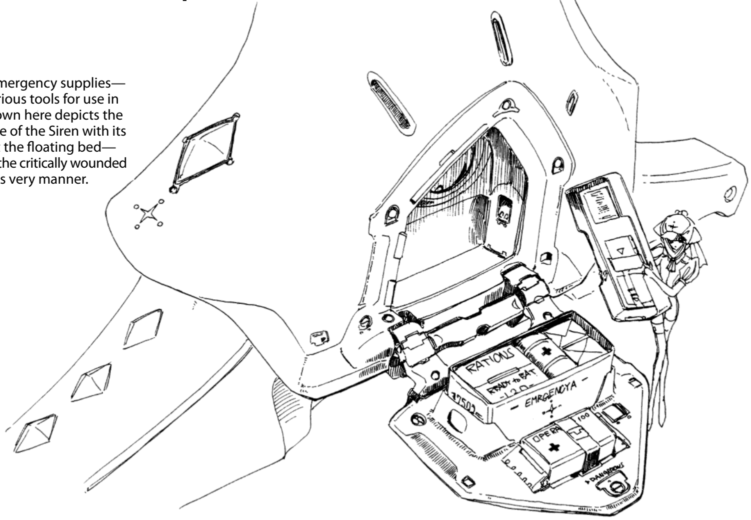
These are Prince Ikaruga's "maja" leggings. Worn in conjunction with his M-type thigh-high boots, the leggings are fitted around the ankles. Since the construction of the suit itself is identical to that of the M-type, the leggings serve to bridge the gap between the ankles and the short boots. This detail serves as a key identifying feature, replacing the socks worn in earlier iterations. They are crafted from buckskin.

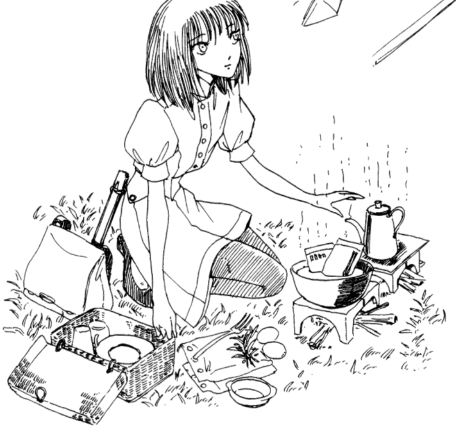
Fatima Fates: Field Ration and Escape Kit

Combat Capabilities and Escape Kit

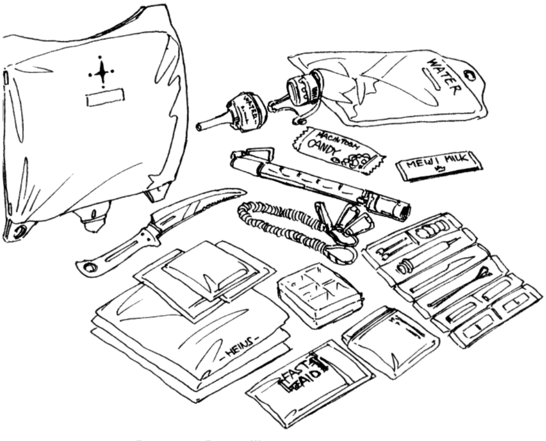
Foot Compartment of Siren

The interior of the MH houses emergency supplies—including rations—as well as various tools for use in critical situations. The image shown here depicts the compartment located at the base of the Siren with its hatch opened. It is believed that the floating bed—which Ulicul utilized to transport the critically wounded Colus III—was also stowed in this very manner.


RATIONS
READY to EAT
EMRGENCYA
OPERA

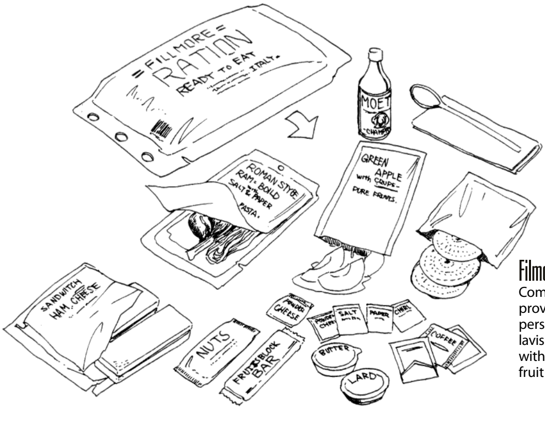


● Parasha prepares a meal outdoors, boiling water over a wood fire to warm up her rations. She also appears to have procured some eggs and herbs from somewhere—making for a seemingly highly satisfying meal.


WATER
MACINTOSH CANDY
MEWI MILK
HEINS
FIRST AID

Emergency Escape Kit

Contents of the Escape Kit: As once described—a "hodge-podge of motorcyclists, commandos, mountaineers and high school girls"—it contains a diverse assortment of items. Visible contents include water, surgical instruments, climbing ropes and carabiners, a survival knife, a spadd, a change of underwear (presumably master's) and candy.


FILLMORE RATION READY TO EAT ITALY.
MOET CHAMP.
ROMAN STYLE RAM. BOILD SALT & PAPER PASTA.
GREEN APPLE with COUPE PURE FRUITS.
SANDWITCH HAM CHEESE
NUTS
FRUITS BLOCK BAR
CHEESE
SALT
PAPER
CHILI
BUTTER
LARD
COFFEE

Filmore Military Ration

Combat rations issued by the Fillmore Army. Much like the rations provided by Hathuha, the contents appear to be identical for all personnel—whether knights, Fatimas or regular soldiers. It is a lavish menu featuring a ham and cheese sandwich, lamb seasoned with hot peppers accompanied by a side of pasta, syrup-preserved fruit and champagne.

Fatima Fates: Power Gauge and Clearance Specifications

Fatima Fates: Power Gauge and Clearance

Regardless of whether they are Ballanche Fatimas or not, every Fatima possesses two distinct types of “Power Gauges.” These serve as a kind of specification sheet that allows one to identify a specific Fatima at a glance, acting as a benchmark for assessing her value and pedigree. While these Power Gauges are, of course, a reliable metric, a Fatima’s true renown is forged—above and beyond any mere technical specifications—through the act of battle and the creation of legends. A Ballanche Fatima inherently possesses a baseline Power Gauge rating of +2 simply by virtue of bearing that illustrious name; however, this rating is not monolithic, but rather comprises two distinct components. The first is the “5-Balance”—a system in which the five individual performance attributes unique to each Fatima are translated into an alphabetical code; the second is “Clearance,” or inherent dignity. The 5-Balance Power Gauge is characterized by the following specific criteria:

Combat Capabilities

The individual strength of a Fatima. This rating is higher the closer she is in nature to a Knight. It serves as a gauge of physical power, encompassing attributes such as muscular strength, agility, flexibility and sensory acuity.

MH Control

This metric represents an MH’s degree of controllability. While frequently evaluated in conjunction with the subsequent parameter—“Computation”—it specifically measures the speed and extent to which any given operational setting can be optimized; furthermore, it assesses the degree of freedom with which the MH can “cede” control, as well as the natural ease with which a Knight can subsequently handle the machine. This serves as a unique power gauge specific to Fatimas.

Calculation

Regarding fundamental computing power, all Fatimas possess the exact same processing speed. This factor—which is also inextricably linked to MH control—ultimately comes down to the sheer breadth of operational parameters that can be programmed into an MH under any given set of circumstances. The actual performance of a newly finalized MH control system is, therefore, entirely contingent upon this gauge. Furthermore, the ability to seamlessly switch between piloting multiple MHs is also determined by this very same metric.

Durability

Although often overlooked, the extent to which a knight’s physical limitations can be compensated for has a direct bearing on their longevity and their durability in actual combat. In the vast majority of cases, it is the knight who gives out first.

Mental Stability

This is a critically important parameter. A Fatima subject to damgate control is inherently far more unstable than a human; they frequently suffer severe mental exhaustion, caught in the precarious space between cold calculation and strictly regulated emotion. While this parameter serves to quantify their resilience, maintaining an excessively high level of stability effectively results in a state of “emotionlessness”—a delicate balance is therefore required. Naturally, even in the absence of emotion, one must rely entirely upon this ability to cope with the stress that inexorably erodes both body and mind. This is also the primary reason why so many Fatimas utilize the specialized chemical agents developed by the meights. The five gauges described above are each categorized into the following ranks.

A	Exceptional
B1	Excellent
B2	Very good
C	Good
D	Borderline
D2	Poor

99.9% of the Fatimas in the star cluster fall within the B1, B2 and C ranges. Those ranked D2 or lower are deemed useless and are eliminated—that is to say, they are killed. The only exception allowing a D2 ranking to exist is when it is compensated for by high scores in other power gauges; however, if even a single one of the five gauges falls to D2 or below, the unit is almost invariably discarded as a failed product (though in some cases, they may end up being treated merely as toys). The B rank is subdivided into B1 and B2 because this is where the bulk of a unit’s performance capabilities are concentrated. Consequently, the C rank encompasses the widest spectrum of abilities. The average profile for the vast majority of Fatimas hovers around B2-B2-C-B2-C. A prime example of a “Super-Class” Fatima is Duke Morard’s Est, boasting a profile of B1-A-A-A-B1. The highest possible rank—<A>—is an exceedingly rare occurrence, emerging only on the rarest of occasions, even among the creations of the most renowned meights. Steel Coupe’s Parasha, for instance, features a profile of B2-B1-A-B2-B2. Indeed, the ultimate aspiration of every meight is to create a Fatima that contains not a single C rank.

Over-A Rank

While “A” is theoretically the highest possible rating, certain Fatimas possess a rank—known as “Over-A”—that surpasses even this pinnacle. These are the individuals assigned the ranks of AA (equivalent to 2A) and AAA (equivalent to 3A). This distinction is a special designation primarily reserved for Ballanche Fatimas. Should any other Fatima possess such a rank, it signifies that she is a "super-class Fatima" on par with those created by Ballanche. However, a combat rating of AAA specifically denotes a level of strength equivalent to that of a Knight—a condition that constitutes a violation of Interstellar Law (as a knight would be unable to bring a Fatima under control should she ever go rogue). Throughout the history of the star cluster, only three Fatimas have ever possessed a combat rating of AAA—Parthenon, Atropos and Clotho—and all have since been either decommissioned or sealed away.

Clearance

F	Flawless
VVS1	Very very slight flaw 1
VVS2	Very very slight flaw 2
VS1	Very slight flaw 1
VS2	Very slight flaw 2
S1	Slight flaw 1
S2	Slight flaw 2

When combined with the Power Gauge, this constitutes what is known as the "Full Gauge;" however, this particular gauge serves as an objective metric of a Fatima's refinement, temperament and character—qualities that many knights prioritize even over the standard 5-point Power Gauge. Regarding this "Clearance" (or "Flaw") Gauge, any rating of <S2> or lower can generally be regarded as falling into the "Eetoramuru" category. Fully 80% of all Fatimas fall within the VS2 range. The highest rank—designated as "F," or "Flawless"—is said to be attained by only a handful of individuals in any given era. It is Est who holds this coveted "F" rating. Even if her Power Gauge rating is lower than that of a Ballanche Fatima, her "F" Clearance rating signifies a status of the absolute pinnacle. Consequently, Est's Full Gauge profile reads as B1-A-A-A-B1:F. It is, therefore, easy to understand why so many Knights place greater value on this particular gauge than on the Power Gauge itself.

Type (Fatima's Appearance Identification)

Fatima is categorized into three distinct types at the point where it reaches completion and its growth becomes locked.

S	Little girl
M	Young woman
L	Adult female
mS	Little boy
mM	Young man
mL	Adult male
00	Alterable, no specific parameters

The S-type is characterized by having its growth arrested at an early stage; while this renders its performance somewhat unstable, it is also said to be "peaky"—possessing a highly specialized nature—and to hold the highest potential ceiling. Conversely, the L-type reaches a state of near-complete physical maturity; while this ensures the utmost stability in terms of performance, its potential ceiling is considered to be lower. The M-type is said to represent an intermediate stage between these two extremes. These various types are distinguished by their outward appearance. In the past, S-types were identified by wearing socks, M-types by boots and L-types by tight skirts; however, with the advent of the "Plastic Style," S-types are now distinguished by short bonnets, leggings and short boots; M-types by long bonnets and long boots; and L-types by cape bonnets and pumps. Furthermore—a phenomenon frequently observed specifically among Ballanche Fatimas—there exist "composite" types, such as the S-M intermediate and M-L intermediate variants; Fatimas of this category typically wear the identification Suit corresponding to one of the two constituent types. Shizuka, being simultaneously both an S-type and an M-type, possesses the Suits associated with both categories.

Fatima with a Special Title

FF: Forever Fantastic Flawless. This is a rank possessed solely by Clotho—the absolute, peerless pinnacle of power for a Fatima—and one that has, by this point, transcended all else. Were she a Knight, she would be likened to a "Sword Saint;" yet, in terms of significance, she is something far greater. For unlike a Sword Saint—a title that may be held by multiple individuals throughout history—only "one" such being has ever existed. Technically speaking, this rank constitutes a violation of the Star Cluster Laws. This is because her power vastly exceeds that of any Knight, reaching an unimaginable level where, in the realm of MH control, she has absolutely no equal. For she was not born to fight against Knights or MHs, but to fight against the very gods themselves. Furthermore, in terms of power metrics, she possesses a unique classification—VA (Variable)—that exceeds even the 3A tier, thereby setting her completely apart from any other Fatima.

SF: Silent Flawless

"Silent Flores" is the title bestowed upon Duke Arsenic Ballance's Fatima, the "Ty-Phon of Light." It is a title conferred by humanity—with deep reverence—upon a Ty-Phone entrusted with a specialized mission spanning an infinite span of time, a duration far beyond the capabilities of human existence. What Clotho and the Ty-Phone share in common is this: neither was originally created to serve as a "Fatima," but rather, both are specialized artificial life forms engineered to fulfill the specific objectives and quests of humanity.

The Ballanche Masterpieces

Ballanche Fatima: Power Gauge & Clearance

No.	**Name**	**Power guage/Clearance/Type**	**Partner, etc.**
01	Queen	2A-2A-A-A-B1 : VVS1 : M type	Dr. Diamond Neutral
02	Parthenon	3A-3A-3A-B2-D : VS2 : M type	Dismantled
03	Vacant		
04	Maja	2A-3A-2A-A-2A: VVS1 : S type	Ikaruga Ouji
05	Candana	A-2A-A-B2-B1 : VVS1 : S-M type	Erniuth Dai Gu Fillmore V
06	Vin-Tin	B-2A-A-B2-B1 : VS1 : S type	Jaquous Quo'n Hash
07	Ietta	A-2A-2A-A-B1 : Flawless: M type	Falk Jugendlich Rogner
08	Odette	A-A-A-B2-B1 : VVS2 : M type	Qlother Danzich
09	Aurora	A-A-A-B2-B1 : VVS2 : M type	Mamadoa Juzotta
10	Giselle	A-A-A-B2-B1 : VVS2 : M type	Naias Brünhilde
11	Bacstual	D-3A-3A-D2-E: None: M type	Specially made for the A.K.D. to test MHs
12	Daimon	A-A-A-B2-B2 : VVS2 : M-L type	Sanjo Kou
13	Vitter Schasse	D-2A-2A-C-A : None : L type	Specially made for the A.K.D. to test MHs
14	Toki	A-A-A-A-A : VVS1 : Ltype	Aio Rane
15	Ssizz	B1-2A-A-A-B1 : VVS2: S-M type	Muse van Reyback
16	Machi	A-2A-A-B1-B2 : VVS2: S type	Christine V
17	Kyo	A-A-A-A-B1 : VVS2 : M type	Allen Braford
18	LeLe-ist-Hotos	2A-A-A-B1-B1 : VVS2: S type	Schweitzer Dragoon
19	Andromeda	A-A-A-A-B2 : VS2: L type	Krakenbeal Mejojo
20	Hathsno-Hortes	2A-A-A-B2-B2 : VVS2 : S type	Sleeping in Ballanche Castle
21	Hugtrang	2A-3A-2A-3A-3A: 22 : Forget it	Wascsha Cordante
22	Sonor	B1-2A-2A-2A-B2: VVS2 S type	In Meeth's custody
23	Madrigalopeletta	A-A-A-A-A : VVS1 : M type	In Mrs. Cyan's possession (not as a partner)
24	Dorarandeastirute	B1-2A-A-A-A: VVS2 M type	Twaeis Kateri
25	Orchid	A-A-2A-A-2A : VVS1 : S type	In Prisen Corks' custody
26	Rapis	A-2A-2A-2A-A: VVS1 : S type	Nonna Strauß
27	Ccanahart	B1-A-2A-A-A : VVS1 : M type	In Mrs. Cyan's possession (not as a partner)
28	Spalituda	A-2A-3A-B1-B1 : VVS1 : S type	Lotus Balounga
29	Achileus	B2-A-A-2A-B2: VVS2 VS2: M-L type	Dippa Drops
30	Ikaros	A-A-A-A-B2 : VVS2 : S-M type	Panard Lie Ex Henschel Atwight
31	Tita	B2(2A)-2A(3A)-2A-B2-B2 : VVS1 : M type	Leopard Chrysalis
32	Kurakaline	B2-A-A-B2-B1 : VVS2 : M type	Muddler Moirai
33	Euphrosyne	B2-A-A-B2-B1 : WS1 : L type	In the Colus Family's custody
34	Kale	A-A-A-A-B1 : VVS2 : S type	Stateballo Kiedia
35	Pasithea	B2-A-A-A-B2 : VVSI : Ltype	In Prisen Corks' custody
36	Aglaia	B1-A-A-A-B2 : VVS1 : Ltype	Qukey Zanda Ritsuko
37	Thaleia	B1-A-A-A-B2 : VVS1 : M type	Qurocru Harman
38	Auxo	A-2A-A-A-B2 : Flawless : M type	In Lord Ballanche's custody
39	Alekto	A-2A-2A-A-B2: VS1 : M type	Aisha Koumer (Aisha Cordante)
40	Megaira	A-2A-2A-A-B1 : Flawless : M type	Mission Rouath
41	Tisphone	A-2A-2A-A-B2 : VVS1 : L type	Loundwound Spacorn
42	Upandla	2A-2A-A-3A-3A : None : None	In Amaterasu's custody
43	Atropos	3A-3-3-3A-34: Out: ∞ (Maturing)	Dismantled
44	Lachesis	∞ - ∞ - ∞ - ∞: Out: ∞	Dismantled
45	Clotho	3A-VA-VA-3A-A: FF: (Asleep)	In the Colus Family's custody

Fatima Masterpieces Created by Other Eminent Meights

Fatima Fates: Power Gauge & Clearance

Meister	Name	Power guage/Clearance/Type	Partner, etc.
Lithium Ballance (Diseased)	The Focuslight	C-B2-C-B2-B2: Flawless: M type	Parent body destroyed
	The Neeb	C-B2-C-B2-B2 : Flawless : M type	Parent body destroyed
	The Solid State Logic	C-B2-C-B2-B2 : Flawless : M type	Maximum Halt-Faits
	The InterCity	C-B2-C-B2-B2 : Flawless : M type	Died 2992
	Diode	B1-B2-C-B1-B2: VVS2: M type	Green Neper
	Overheim	B1-B2-C-B1-B2: VVS1: S type	Early Menner
Arsenic Ballance (Diseased)	La Hurricane	B2-B1-B1-B1-B1: VVS1 : Mtype	Arr Fortissimo Melody 4
	La Cycron	A-B1-B1-B1-B1 : VVS1 : M type	Sayly Colus
	La Mousson	B1-B1-B1-B1-A: VVS1 : S type	Mallory Viewlard Hiarak
	Optical Ty-Phon	- - - - - - : SF : Mtype	Specially made; no P/G rating
Morard Carbyte	Est	B1-A-A-A-B1/2A-3A-3A-3A-2A: Flawless : S type	Décors Weiszmel
	Build	B1-A-B1-B1-A: VVS1 : S type	Wandam Harrer
	Ulicle	A-2A-B1-B1-A : VS1 : Stype	Died 2989
	Porter	A-2A-A-2A-B1 : VS2: S type	Died 2971
	Ijern	2A-A-3A-A-2A: None: S type	???
	Tower	- - - - - -	Born 3100; Mirage Knight
Steel Koop	La Krautoma	B1-A-A-B1-A: Flawless: M type	Ena Dai Qu Fillmore
	Tendroth	B1-A-A-B1-A : VVS2 : Mtype	Abien Hietsai
	Bercut	A-2A-A-A-B2 : VVS1 : M type	Muddler Moiral (aka Spark)
	Parasha	B2-B1-A-B2-B2: VS2: S type	Blreno Kanzian
	Syusha	B2-B1-A-B2-B2: VS2 : S type	Died 2989
	Nalusha	B1-A-B1-B2-B2 : VVS2: S type	Haird Grover
	Ninaris	A-B1-B1-B2-B2: VS1 : L type	Joe Jid Matoria
	Stoy	B1-A-B1-B2-B2 : VVS2: S type	Nio Hathler
Prisen Corks	Kclappa	B1-B2-B2-B1-B1: VS2: S type	Mishalu Ha Lonn
	Shelasta	A-B2-B1-B1-B1 : VVS1 : Stype	In Prisen Corks' custody
	Puula	B1-A-A-B1-B2: VS2: S type	Bit Maessen
	Syndra	B1-A-A-B1-B1 : VVS1 : M type	Gyancy Galla
Iron (Diseased)	Concord	B2-A-B1-B2-B2: VS2: M type	Depre Atoll
Natrium Xing Sakurako	Kirihime	B2-B1-B1-B2-B2 : VVS2 : Mtype	Viorate Tryton
	Niphime	B2-B1-B1-B2-B2 : VVS2 : M type	Forgets to wear pumps (Chosen Miss A.K.D.)
	Corona	B1-B1-B2-B2-B2: VVS2 : Mtype	Mikel Joy Gira
Sarita aus Zinc	Ochestro	B2-B2-B2-B1-B1 : VVS1: S type	Ian König
	Obriside	B2-B2-B2-B1-B1 : VVS1 : S type	Brauma Ik
Meeth Silver Ballanche	Delta Belun	B2-B2-A-B1-B1 : Flawless: M type	Colus IV - Colus V - Colus VI
Diamond Neutral	Calliope 002	B1-B1-B2-B1-B2: VVS2: M type	Taizen Suzuka
Nitrogen (Diseased)	La Belda	B1-B1-B2-B1-B1 : VVS2: Mtype	Waspen Nand Clack
	Neross	A-B1-B1-B1-B2 : VVS1 : M type	Docknard-bor-Sie
Factory-made	Palsuet	B1-B2-B1-B1-B1: VS1: S type	John Weinzel
	Sarome	A-B1-B1-A-A : VS1 : Stype	Princess Oliby Tightnaven (Kyoroki)

Mortar Headd: Some Background

Mortar Headd History

The Mortar Headd is a large-scale combat weapon developed in the Star Cluster Year 980. However, during the early days of its deployment, Fatimas did not yet exist; consequently—despite possessing the latent potential to fully replicate the power of a knight—the computational capacity of the interface responsible for transmitting that power in real time had reached its absolute limit, preventing the machine from unleashing its full, astonishing might. This dilemma remained a persistent and vexing issue among both the knights and the manufacturers of the Mortar Headds.

Even prior to the Cluster Year 980—the era in which Mortar Headds made their debut—the planet Joker was home to a multitude of large-scale combat machines and robots. Dating back as far as the AD Century (circa 5000 BC in the Cluster Calendar), massive robots were mass-produced and deployed for tasks in harsh environments unsuitable for humans, as well as for use as combat weapons; however, during that very same AD Century, a distinct class of combat machines—designed specifically for use by knights—began to evolve into the ultimate instruments of slaughter. It was during this period, before the advent of the Fatimas, that the renowned Jebbia Corter created the “Kormals” series in the year 2238—a trio of Mortar Headds comprising Byron, Vai-O-La and Bibros. By the time Fatima the Focuslight made her appearance in 2310, the Mortar Headd itself had reached a level of perfection bordering on the absolute.

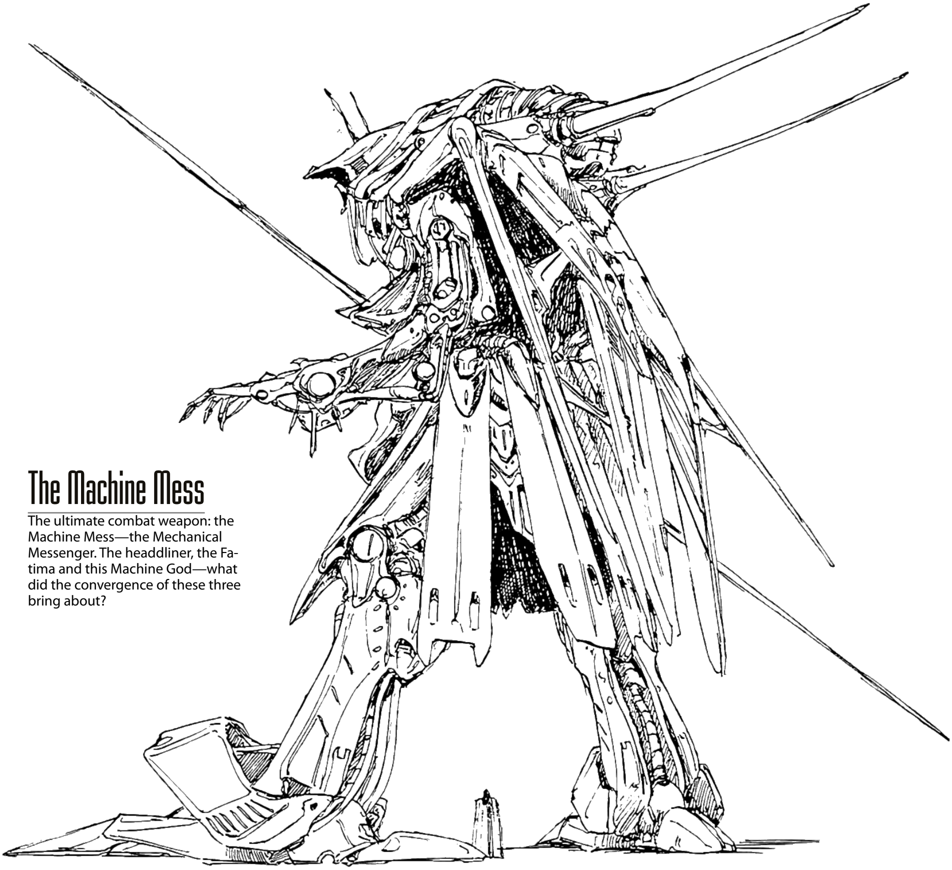
Knights—possessing combat capabilities tens of times greater than those of ordinary humans—were tasked with piloting robots several times their own size; the astonishing destructive power generated by this combination subsequently became the primary force in warfare. These combat robots, designed specifically for the knights, were the Machine Mess—the precursors to what would later become the Mortar Headds. The combat prowess enabled by the knights’ reaction speeds—said to be several times faster than those of normal humans—proved to be the optimal choice for minimizing collateral damage and reducing casualties, surpassing even the use of the “Buster Cannon,” a weapon once hailed as the ultimate instrument of war. The major changes implemented during the transition from the Machine Mess era to the Mortar Headd era are outlined below.

- High-compression of the Ezlazer Generation System
- The invention of neo-chitin, a new armor material
- Development of the hard material Metrodecachrome
- The development of generator dynamos for recharging the generation system, and of the energy conversion of photonic energy. Then, 1,400 years after their inception—with the advent of the Fatima—the Mortar Headd became the ultimate weapon.

Harnessing solar energy to power a quasi-perpetual motion drive system, the Mortar Headd emerged as the ultimate combat weapon. The Ezlazer system—an engine more powerful yet more compact than those found in massive interstellar starships—boasts a maximum output exceeding one trillion horsepower. This immense energy endows the machine with such power that, were it to accelerate unimpeded, it would theoretically reach the speed of light. Of course, within the three-dimensional universe of the Joker Star Cluster, any physical matter attaining light speed would simply transmute into pure light, rendering its existence as a physical object meaningless; thus, this remains merely a theoretical analogy. In reality, however, the movements of a Mortar Headd do, in part, manifest within the fourth dimension. Without this conceptual framework, numerous aspects of their operation would defy logical explanation. Indeed, regarding these specific intricacies, even the author himself would be at a loss for answers—one would have to consult the physicists of the Joker Star Cluster.

The immense light-based energy generated by the Ezlazer Engine is channeled through energy converters known as “function devices” and subsequently stored within the generator. At this stage, the energy exists in the form of plasma. From the generator, this energy flows through bypass conduits to power various components—specifically, the dampers and pistons that serve as the mechanical equivalents of muscles—sustaining high-speed mobility through the explosive release of electrical power. It should be noted that the term “motor” here does not refer exclusively to devices involving rotational shafts; thus, these mechanisms differ somewhat from the motors typically found in Earth-based technology. Because this energy flow is generated externally to the Ezlazer Engine itself, the system is classified as an “external combustion engine.” Its fuel source consists of light particles, such as those found in solar radiation; consequently, the unit is capable of operating almost indefinitely in any environment where sunlight is present.

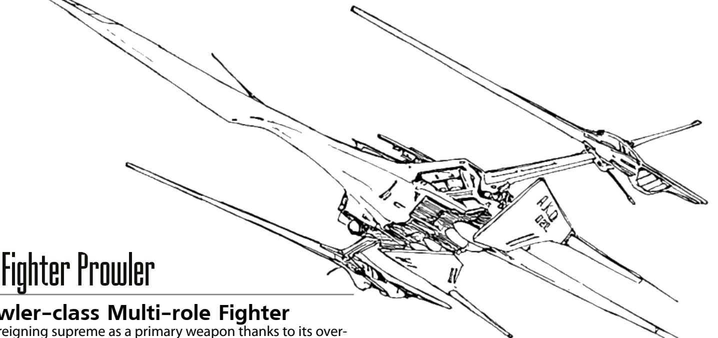
Furthermore, the energy generated by the Mortar Headd itself as it moves about is fed back into its generator. In this sense, it is capable of generating its own energy, much like a perpetual motion machine. Once a Mortar Headd is awakened, it can operate indefinitely without ever requiring an external energy supply again. However, when a Mortar Headd enters combat, the rate of energy expenditure exceeds the rate of energy generation, resulting in a power deficit. In such cases, the only recourse is to recharge. This is accomplished by channeling the explosive energy of its Buster Cannon directly back into the generator.



The Machine Mess

The ultimate combat weapon: the Machine Mess—the Mechanical Messenger. The headdliner, the Fatima and this Machine God—what did the convergence of these three bring about?

The Machine Mess GALOYLOSSA



The Fighter Prowler

Prowler-class Multi-role Fighter

Once reigning supreme as a primary weapon thanks to its overwhelming firepower and exceptional mobility, it eventually ceded its position to the Grand Headd and air barrel following a shift in strategic doctrine. It measures 65 meters in length and is equipped with two Buster Cannons.

Mortar Headd: Some Background

Mortar Headd History

Armor

The armor material known as "neo-chitin" features a structural arrangement characterized by silicification and a plant-cellular morphology. Compared to conventional synthetic metal armor, it boasts exceptional properties—weighing only one-quarter as much while possessing two and a half times the hardness. Furthermore, this "semi-silicified" armor—a term typically referring to the natural fossilization of organic remains, but here denoting a formidable artificial composite material that is neither metallic nor electrically conductive, yet has been imbued with the cellular division mechanisms of a plant cell system—incorporates a plasma-based information conduction system. Consequently, each individual component of the armor retains a memory of its original form; should it be dented or severed during combat or due to impact, it immediately initiates a process of regeneration.

Following the destruction of Atropos's Auge, the regeneration of its armor had already begun. This process entails the surface of the neo-chitin undergoing a molecular structural shift—dissolving in a manner reminiscent of the proliferation of "lichens" (such as mosses and other plant-like organisms)—to coat the damaged armor surface. Furthermore, the neo-chitin, stimulated by plasma, undergoes cellular division much like a living plant, striving to revert to its original form. The armor of a Mortar Headd incorporates this molecular neo-chitin material arranged in four distinct layers, performing this "regeneration" using light energy and substances absorbed from these molecular strata as its raw materials.

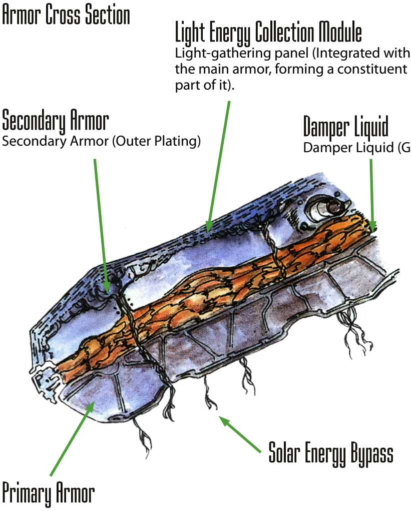
However, there is, of course, an upper limit to the mass that can be regenerated. It is impossible for an armor plate that has been cleaved in half to return completely to its original size—after all, it is physically impossible to restore original mass without the requisite material—and the generally accepted limit for regeneration is said to be one-fifth of the part's total mass. The regeneration process takes three years to complete; minor scratches and superficial damage will return to a flawless, pristine state if simply left alone for that duration. However, when it comes to damage sustained in combat, waiting three years for a natural recovery is simply not a viable option; consequently, expensive components are placed into a "regeneration tank" to undergo accelerated, forced regeneration. During wartime, of course, there is no method of repair other than the complete replacement of the damaged parts.

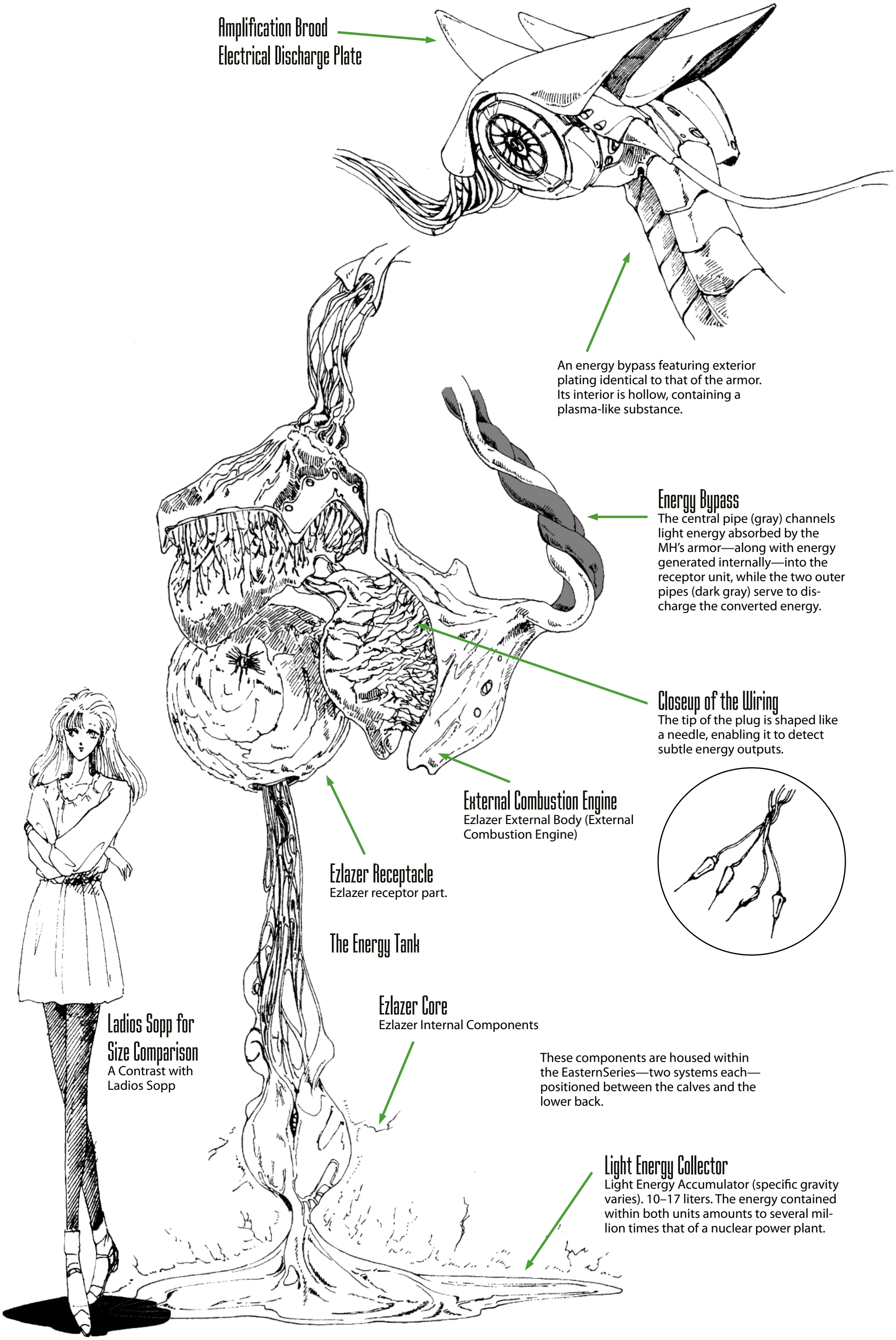
Armament

The primary weapon of the Mortar Headd is the sword—a weapon that has been in use since time immemorial. The sword rose to prominence as the weapon of choice not merely because optical weapons, such as laser beams, can be dodged, but because attacks from such devices are effectively neutralized—either deflected by the armor plating or nullified by active electromagnetic shields. Breaching a Mortar Headd's armor requires an immense concentration of energy; indeed, the "only" source of energy powerful enough to shatter such defenses is the sheer force generated by a Mortar Headd bringing its sword down in a strike. The velocity of a Mortar Headd's blade—said to reach sub-light speeds—and the destructive energy it unleashes are of a magnitude that optical beam weapons cannot even begin to rival.

Ultimately, the reality is that only a knight can successfully land a hit with any weapon against a Mortar Headd piloted by another Knight, and thus, only a Mortar Headd piloted by a knight can destroy another Mortar Headd. While it is conceivable that a Mortar Headd could destroy another by unleashing a powerful beam, doing so would still require closing to the ultra-short range—the very distance at which swords are wielded (as any greater distance would allow the beam to be dodged); under such circumstances, employing a sword proves to be the more efficient method. During the Great Invasion of 3159, the L.E.D. Mirage proceeded to annihilate enemy Mortar Headds using a truly terrifying combat strategy. What makes the L.E.D. Mirage so formidable is that, while it does utilize swords, it also makes extensive use of optical weaponry. The sheer abundance of beam weapons, missiles and other armaments embedded throughout its chassis is truly without parallel.

Armor Cross Section


Light Energy Collection Module
Light-gathering panel (Integrated with the main armor, forming a constituent part of it).
Secondary Armor
Secondary Armor (Outer Plating)
Damper Liquid
Damper Liquid (Gel)
Solar Energy Bypass
Primary Armor



Amplification Brood Electrical Discharge Plate

An energy bypass featuring exterior plating identical to that of the armor. Its interior is hollow, containing a plasma-like substance.

Energy Bypass
The central pipe (gray) channels light energy absorbed by the MH's armor—along with energy generated internally—into the receptor unit, while the two outer pipes (dark gray) serve to discharge the converted energy.

Closeup of the Wiring
The tip of the plug is shaped like a needle, enabling it to detect subtle energy outputs.

External Combustion Engine
Ezlazer External Body (External Combustion Engine)

Ezlazer Receptacle
Ezlazer receptor part.

The Energy Tank

Ezlazer Core
Ezlazer Internal Components

Ladios Sopp for Size Comparison
A Contrast with Ladios Sopp

These components are housed within the EasternSeries—two systems each—positioned between the calves and the lower back.

Light Energy Collector
Light Energy Accumulator (specific gravity varies). 10–17 liters. The energy contained within both units amounts to several million times that of a nuclear power plant.

Mortar Headd: The Knight of Gold

The Knight of Gold

Lachesis's Knight of Gold (K.O.G.) is constructed according to a design that, in every conceivable sense, differs from any Mortar Headd that has come before it. While Amaterasu created it in response to Lachesis's request—"I want a Mortar Headd that will never decay, even after tens of thousands of years"—it is likely that, inspired by her words, he simply thought to himself that it might be an interesting endeavor to attempt building such a machine.

The K.O.G. features an armor regeneration system that has been refined to the absolute limit; possessing a regenerative capacity exceeding that of standard Mortar Headds by over 30%, it retains the power to fully restore itself even after losing one-quarter of its total armor components. In practical terms, this means the K.O.G. is equipped with a system capable of "complete regeneration"—even if, for instance, its shoulder armor were to be almost entirely shattered and blown away. The K.O.G. is a highly specialized Mortar Headd, designed to take the fundamental characteristic of its class—that of being a "semi-perpetual motion machine" (i.e., a machine capable of operating indefinitely without ever breaking down, requiring neither maintenance nor adjustment)—and push it even further. Its ultimate design objective was to create a machine capable of "operating perpetually under any conceivable circumstance while simultaneously maintaining its full performance capabilities."

The K.O.G. is capable of complete self-regeneration. The secret to this lies within its massive head. Compared to other Mortar Headds—such as the L.E.D. Mirage—it possesses a mass easily five times greater. Housed within this structure are a Fatima room and a dimensional navigation device, alongside a space exceeding the volume of a standard room. This space contains a command room fully equipped with all the machinery Amaterasu requires to conduct his work, as well as the life-support systems necessary for the survival of humans and Fatimas.

Mounted at the back of the head is a secondary, smaller Ezlazer Engine, which supplies all the energy required for this Mortar Headd to remain operational. While the primary Ezlazer Engines are located within the legs, this unit at the back of the head lacks the sheer power necessary to actively propel the Mortar Headd. Instead, this specific Ezlazer is designed to serve a distinct purpose: during periods—potentially spanning tens of thousands of years—when the K.O.G. enters a dormant state, or when operating in environments devoid of solar energy, it places the main Ezlazer Engines into a suspended "hold" mode while simultaneously generating the energy required to sustain the life of the pilot and any other biological occupants on board. This system functions as a true perpetual motion machine; unlike the main Ezlazers, it is not subject to the massive energy drain associated with combat operations, thereby enabling it to generate and supply energy indefinitely.

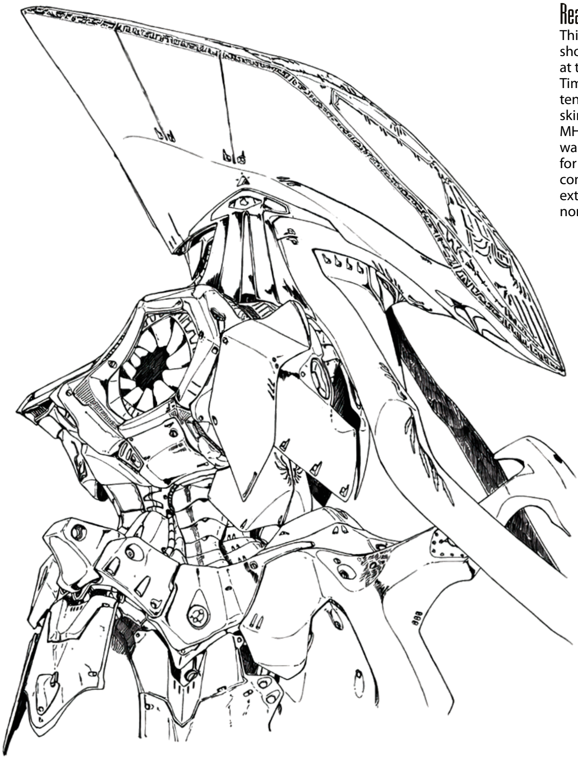
It was thanks to the Ezlazer Engine and its life-support systems that Lachesis was able to survive for tens of millions—perhaps even hundreds of millions—of years following the Kalamity explosion. As previously noted, this head unit houses a system designed to supply the oxygen and energy sources necessary to sustain organic life forms, such as humans. The source of this ability to generate virtually any substance lies in the emblem inscribed upon the back of the head. This cranial mechanism absorbs elements—such as hydrogen atoms—present in the atmosphere or the vacuum of space, converting them into a wide array of materials; water, for instance. Furthermore, should Lachesis sustain damage, the system generates the organic and chemical compounds required to serve as raw materials for the regeneration tank—a mechanism likewise built directly into the head unit—thereby facilitating her recovery. It even generates the raw materials for the very clothes Lachesis wears. That said, within the confines of the Fatima room, the deterioration of her clothing proceeds at a very slow pace. Thanks to the integrated matter conversion system, newly produced substances are channeled through a network of internal bypasses; they are directed to any damaged areas to carry out repairs. However, should internal components—such as the joints or the dampers that function as muscles—sustain damage, there is but one recourse: Lachesis herself must exit the room to repair those specific parts.

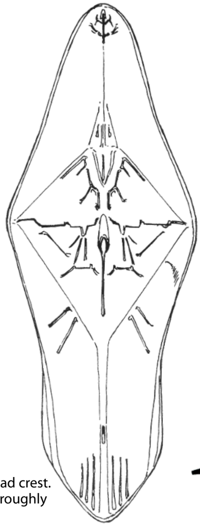
The head unit alone houses the means to fabricate nearly every component required for repairs. This constitutes the secret behind the Knight of Gold's ability to remain operational while drifting through time and space for billions of years. However, even this system faces limitations; when the damage sustained is particularly severe, repairs become a struggle. In such instances, Lachesis would presumably have managed to effect repairs by making stops at various planets along her journey. The aforementioned capabilities represent a system installed exclusively within Lachesis's Knight of Gold—a design that effectively compresses the full-scale facilities of an interstellar spacecraft into the confines of that single head unit.

The K.O.G. units produced subsequently are nearly identical in form, yet feature a recessed center on the head and possess virtually no internal space. (These are the K.O.G.s of Atropos; no distinction is made between the two types, and both are referred to simply as K.O.G.)

Rear Section

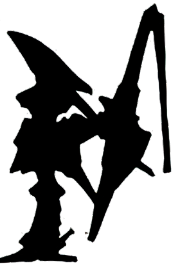
This depicts the rear design of the Knight of Gold. The shoulder stabilizers have been removed. The slit located at the back of the head serves as a conversion port for Time-Dimensional Conversion Energy. The long fin extending downward from it functions as a balancer. The skirt-like plating on the back is a characteristic feature of MHs, and skirt-mounting panels hang down from the waist. Positioned behind these is the mounting assembly for the Buster Cannon. The Buster Cannon is attached at a considerable distance from the main body. Note that the extended balancer is sometimes removed when the cannon is mounted.



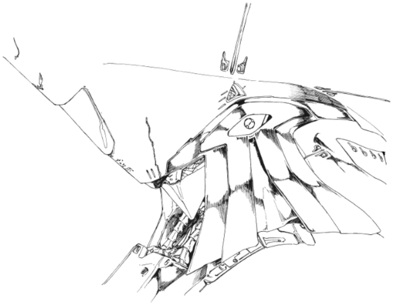


Vertex Angle

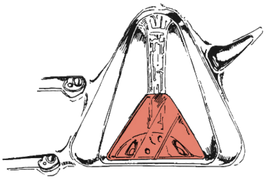
The K.O.G.'s head crest. It should look roughly like this.



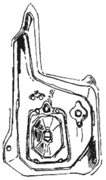
Side view of K.O.G.



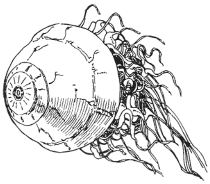
As is the case with most MHs, the head possesses very little articulation. An MH merely alters the direction its face is pointing. Since they are also equipped with rear-facing cameras, for any angles beyond that range, they need only turn their entire body.



Side-mounted head laser turret. The red coloration indicates the presence of an embedded protective shield.

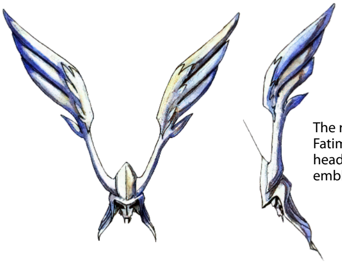


Side-mounted concentrated scanner and horizontal stabilizer.



MH Augen

The MH's eyes. They do not function as cameras in the conventional sense; rather, they merely project onto the cockpit monitors the scenery being viewed by the MH—the physical entity itself. Consequently, the eyes of an MH bear a striking resemblance to those of a human being.



The relief located above the Fatima hatch on the K.O.G.'s head, beneath the Mirage emblem.

Mortar Headd: L.E.D. Mirage

L.E.D. Mirage

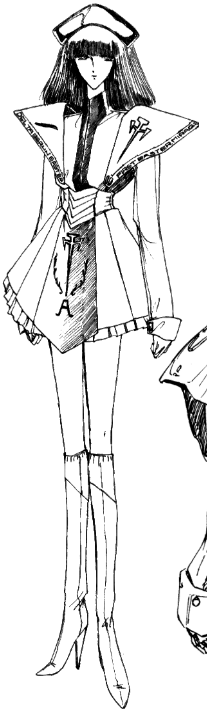
The objective behind the development of the ultimate illusion, the L.E.D. Mirage, was twofold: to serve as a successor to the Horned Mirage—which had by then fallen into a state of severe obsolescence—and to bring about the creation of a new generation of Mortar Headds, incorporating the practical implementation of a new system conceived by Amaterasu.

The Horned Mirage—the primary combat machine utilized for nearly 180 years by the Mirage Knights, the formidable order serving Amaterasu—had, after enduring dozens of battles, exhausted its entire stock of reserve units; by the 2980s, the number of operational machines had dwindled to a mere 19. At a time when other nations typically deployed 30 to 40 main battle MHs per country, this figure can only be described as exceptionally low.

The Horned Mirage carried three auxiliary generators within its Veil, boasting an output 1.2 to 1.3 times that of other MHs. Amaterasu is, moreover, a genius in the field of weapon development; utilizing the Horned Mirage as a design foundation, he undertook the redesign of a new, miniaturized Ezlazer Engine. This newly miniaturized engine could be mounted in confined spaces—such as within the calf sections of the legs—thereby freeing up the chest cavities on both the left and right sides, which had previously served as engine mounting points, to accommodate the installation of additional servos and generators. By simply altering the system layout, the output balance and weight control improved dramatically, resulting in the creation of a superior output system. However, the realization of this feat was undoubtedly due to Aisha's extraordinary genius—specifically, her focus on developing a compact, high-output engine, which culminated in the completion of the "Super Engine," Ezlazer 1050.

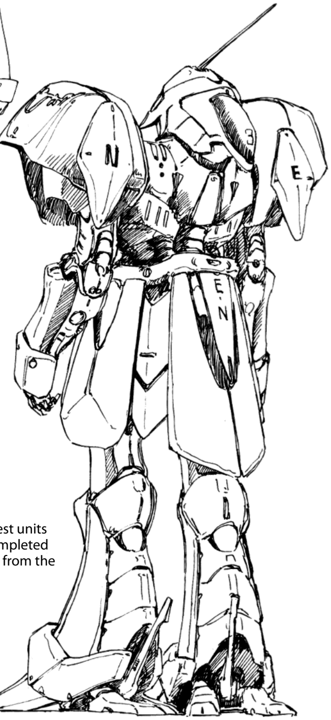
He incorporated this layout system into his own pure-white MH, named "Arsculs," and conducted power tests. Prior to this, the experiments involving the "Covered Mirage" (the full-scale testbed) had already been concluded, and the full-scale construction of the actual MH units finally commenced. The three completed units were designated E-S, E-L and E-N; they were dispatched to various planets to undergo field trials, and data was collected over a period of three years. For the duration of these tests, E-S was marked with orange stripes on a white background, E-L with green stripes on white and E-N with red stripes on white. Furthermore, the Fatima who conducted the testing—as well as the basic tuning—for this unit is Amaterasu's personal Bacstual. Awaiting the results of this investigative data, Amaterasu commenced the design of the armor. Bulkier in appearance than the Horned Mirage, the intricate arrangement of its constituent parts serves to dissipate the immense torque generated by an output that has surged to one and a half times its previous level; consequently, the precise locations of dead points and ballast remain invisible to the naked eye. Moreover, the layout of over thirty distinct weapon systems constituted a critical factor in the design of the armor itself.

With the armor firing trials at the space plant now complete, the components—including 52 Super Ezlazer Engines and armor sets for 30 units—have finally been delivered to the Float Temple. As it took shape, the assembled machine revealed itself to be a white giant bearing a head reminiscent of the dragons of the distant past. It was the rollout of the L.E.D. Mirage—the "Strongest Mirage"—a machine destined to strike terror into the hearts of its adversaries until the year 7777 of the Star Cluster Calendar.



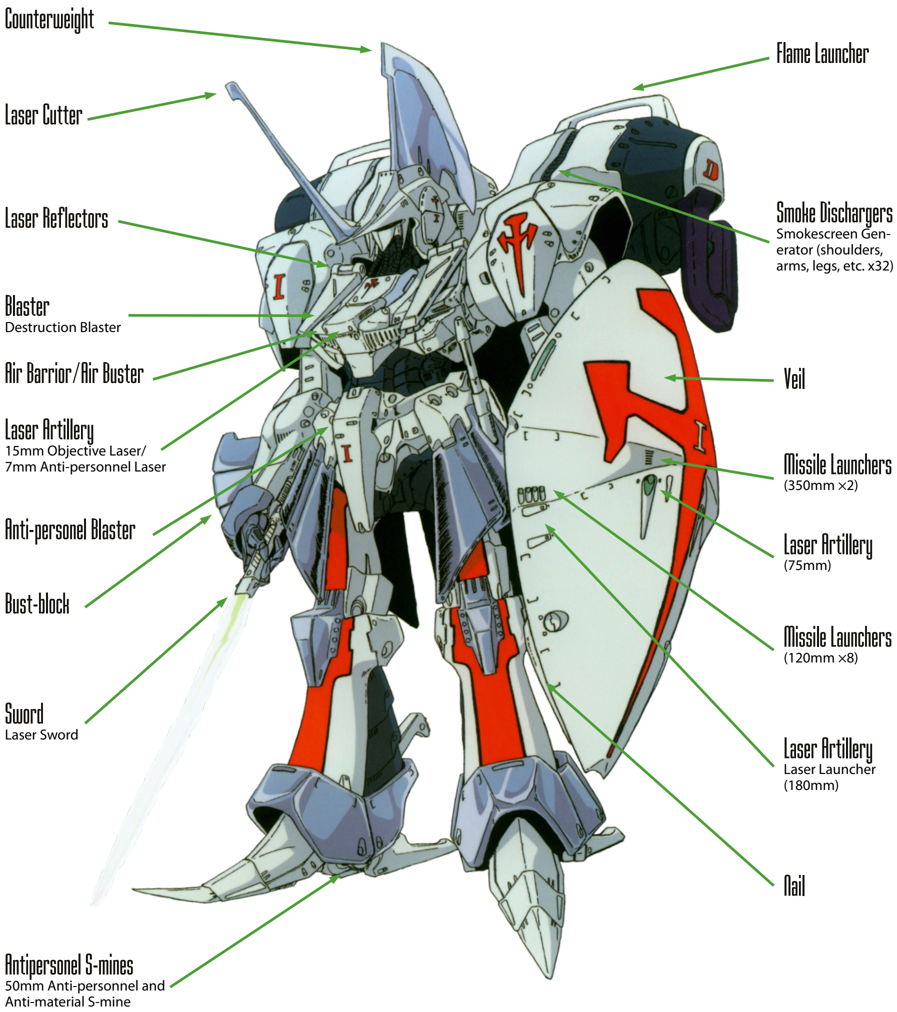
Fatima Bacstual

Fatima Bacstual of Amaterasu. She was involved in the development process—specifically, the basic tuning and operational testing—of the L.E.D. Eastern.



E-Now (E-N)

Arsculs is one of three test units for the L.E.D. Mirage, completed based on data obtained from the Covered Mirage.


Counterweight
Laser Cutter
Laser Reflectors
Blaster
Destruction Blaster
Air Barrior/Air Buster
Laser Artillery
15mm Objective Laser/
7mm Anti-personnel Laser
Anti-personel Blaster
Bust-block
Sword
Laser Sword
Antipersonel S-mines
50mm Anti-personnel and
Anti-material S-mine
Flame Launcher
Smoke Dischargers
Smokescreen Generator (shoulders, arms, legs, etc. x32)
Veil
Missile Launchers
(350mm ×2)
Laser Artillery
(75mm)
Missile Launchers
(120mm ×8)
Laser Artillery
Laser Launcher
(180mm)
Nail

Combat Service Record

2989	Jüno, Colus Haggouda War
3159	Operation Addler Invasion. Due to the loss of five units and the recruitment of new members, reserves have been depleted; additional production has been authorized.
3199	Operation Böth Invasion
3237	The Varkuleans—The Stant Space Battle. Conflict with aliens.
3238	Operation Kalamity Invasion
3960	Operation Jüno Invasion. Final battle. Entire star cluster secured.
4100	Joker Cluster exited. Escorting The Will. No combat.
7777	Fortune battle

● Within the confines of the Joker Star Cluster, the L.E.D. Mirage has revealed itself on a mere eight occasions—even including its initial public debut in the year 3007 (the engagement against Jüno being unofficial). Of these instances, only six constituted actual combat sorties. Aside from these, it has never engaged in battle whatsoever; it was, in every sense, a legendary phantom MH. Yet, the sheer magnitude of its power is attested to by the fact that a mere fifteen units were sufficient to bring every star system under their dominion.

Mortar Headd: Jagd Mirage

Jagd Mirage

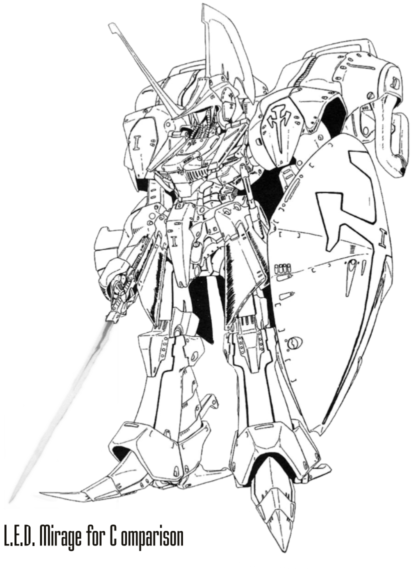
My battle is no game.
Go—like the beasts of antiquity—and trample your objective.
I seek neither land, nor people, nor culture, nor nature!
Entrust my battle to the Cross of All Blood!
By the power of Amaterasu! Let that sound ring out—the flames,
the screams and the thunderous roar!

The Jagd Mirage—it is a Mortar Headd into which the pinnacle of technology within the A.K.D.'s Mirage series has been poured. With its staggering dimensions—a total height of 201.8 meters and a dry weight of 829 tons—the Jagd Mirage stands as a colossal entity unparalleled in the entire 3,000-year history of the star cluster; there has never been, nor will there ever be, another like it. The era of the "Machine Meiss"—predating the advent of the Mortar Headd—marked the genesis of giant humanoid combat machines, a period characterized by a vast array of forms and variations. Among these were 40-meter-class robots, as well as Machine Meiss that appeared to be little more than self-propelled Buster Launchers. However, as these weapons matured—and as the capabilities of Headdliners and tactical doctrines advanced—these early models gradually vanished, giving way to the 14-meter-tall, 120-ton class of Mortar Headd; this transition represents the true evolutionary path of the humanoid combat machine. While the Ezlazer system—capable of generating and circulating astronomical levels of power—would face no difficulty in driving a Mortar Headd three times the standard size, the fact remains that, in terms of sheer mass, alignment systems, limb moment vectors, motor output and armor integrity, these larger units offer no advantage whatsoever over their standard counterparts.

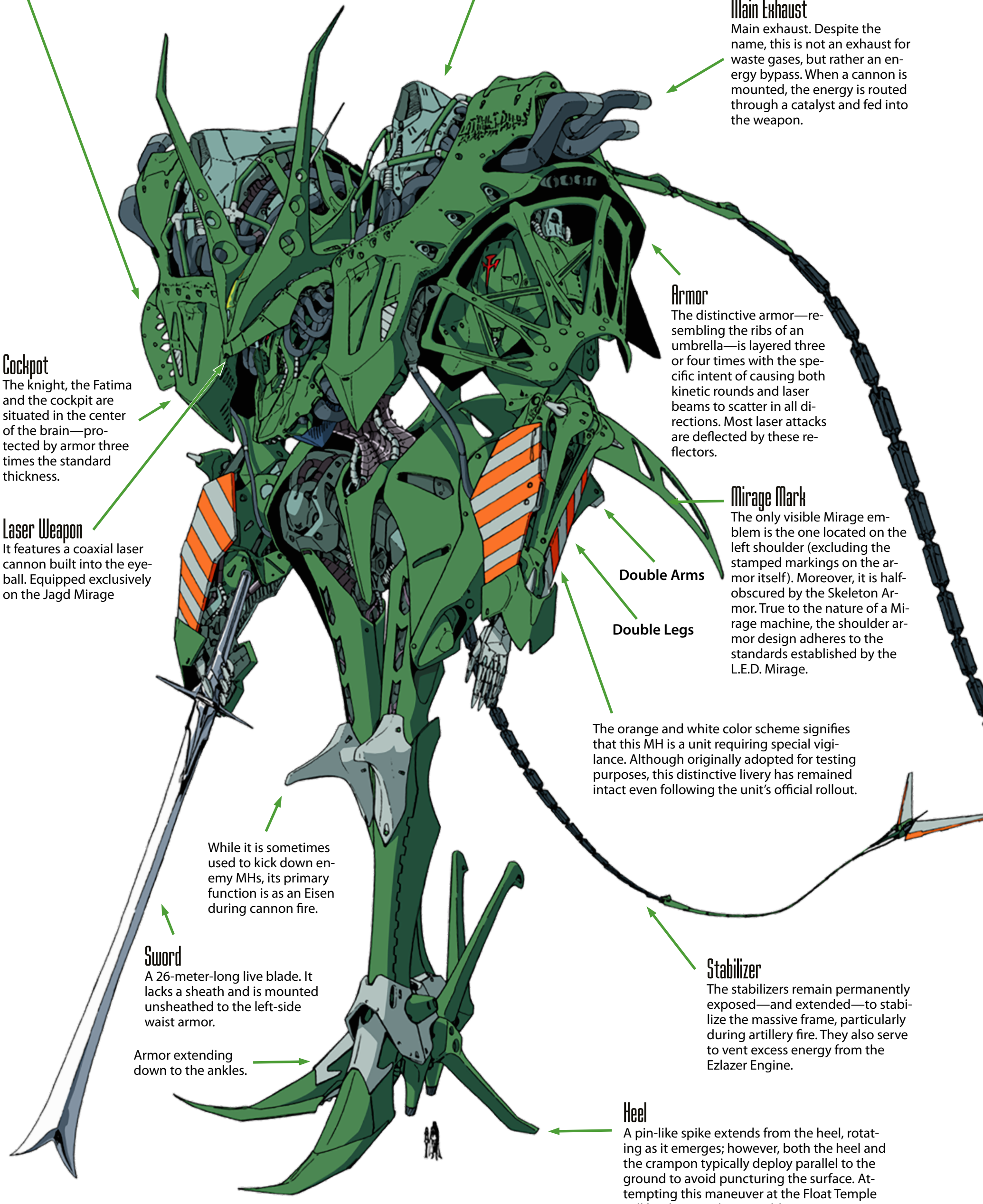
Moreover, the installation of a Buster Launcher renders the control systems so extraordinarily complex that—regardless of how exceptional the accompanying Fatima might be—one would be left to question the very purpose of the machine: "For what end, and to accomplish what?" It was, therefore, only natural that every expert, scholar, and ruler throughout the star cluster condemned this particular Mortar Headd. Indeed, any knight who volunteered to pilot such a machine was often dismissed as nothing more than a suicide seeker. From a tactical standpoint, its towering stature serves not only to betray the presence of the Mortar Headd itself but also to reveal the precise deployment of its entire division; furthermore, in the heat of a Mortar Headd duel, it was assumed that the machine's legs would be effortlessly severed, bringing about its swift and inevitable demise. And in truth, this proved to be exactly the case. A full-scale Buster Cannon would reduce both the battlefield and one's own allies to ash, yet the machine's colossal frame—while serving as a massive target for enemy fire—would likely fail to destroy even a single opposing Mortar Headd.

Until the year 3159, it was destined to become merely a "valuable Mortar Headd bound for a museum." Yet, this is no Mortar Headd built for combat. It is a Mortar Headd built for annihilation—one created by Amaterasu to bring the entire star cluster under his dominion.

Shaking the very earth with speed and power that transcend those of ordinary Mortar Headds, its limbs move with such hyper-velocity that a mere swing of its blade transforms it into a "sonic blade"—pulverizing everything in its vicinity into dust. With a great sword nearly thirty meters in length, it cleaves any approaching Mortar Headd clean in two; furthermore, a full-range boosted blast from its Buster Cannon gouges a crater with a 500-meter radius into the earth—a display of sheer fury visible to the naked eye not only from the ground but even from the depths of space. It reduces cities and people alike to their constituent atoms, submerges entire peninsulas beneath the waves, and blows mountain ranges to oblivion; yet, the true revelation of Amaterasu's intent lies in the ultimate highlight of its power: the very force that annihilated the planet Kallamity Godarce.



L.E.D. Mirage for C omparison



Laser Reflector

The laser reflectors on both shoulders—designed to defend against laser bombardment—are arranged in clusters of three per side, each paired with two auxiliary units.

Ezlazer Engine & Function Turbine

A function turbine converts energy sourced from the Ezlazer Engines mounted on the shoulders. Both units remain exposed.

Main Exhaust

Main exhaust. Despite the name, this is not an exhaust for waste gases, but rather an energy bypass. When a cannon is mounted, the energy is routed through a catalyst and fed into the weapon.

Armor

The distinctive armor—resembling the ribs of an umbrella—is layered three or four times with the specific intent of causing both kinetic rounds and laser beams to scatter in all directions. Most laser attacks are deflected by these reflectors.

Cockpot

The knight, the Fatima and the cockpit are situated in the center of the brain—protected by armor three times the standard thickness.

Laser Weapon

It features a coaxial laser cannon built into the eyeball. Equipped exclusively on the Jagd Mirage

Mirage Mark

The only visible Mirage emblem is the one located on the left shoulder (excluding the stamped markings on the armor itself). Moreover, it is half-obscured by the Skeleton Armor. True to the nature of a Mirage machine, the shoulder armor design adheres to the standards established by the L.E.D. Mirage.

Double Arms

Double Legs

The orange and white color scheme signifies that this MH is a unit requiring special vigilance. Although originally adopted for testing purposes, this distinctive livery has remained intact even following the unit's official rollout.

While it is sometimes used to kick down enemy MHs, its primary function is as an Eisen during cannon fire.

Sword

A 26-meter-long live blade. It lacks a sheath and is mounted unsheathed to the left-side waist armor.

Armor extending down to the ankles.

Stabilizer

The stabilizers remain permanently exposed—and extended—to stabilize the massive frame, particularly during artillery fire. They also serve to vent excess energy from the Ezlazer Engine.

Heel

A pin-like spike extends from the heel, rotating as it emerges; however, both the heel and the crampon typically deploy parallel to the ground to avoid puncturing the surface. Attempting this maneuver at the Float Temple will land you in deep trouble.

Mortar Headd: Jagd Mirage

Jagd Mirage J=0020=: Overview

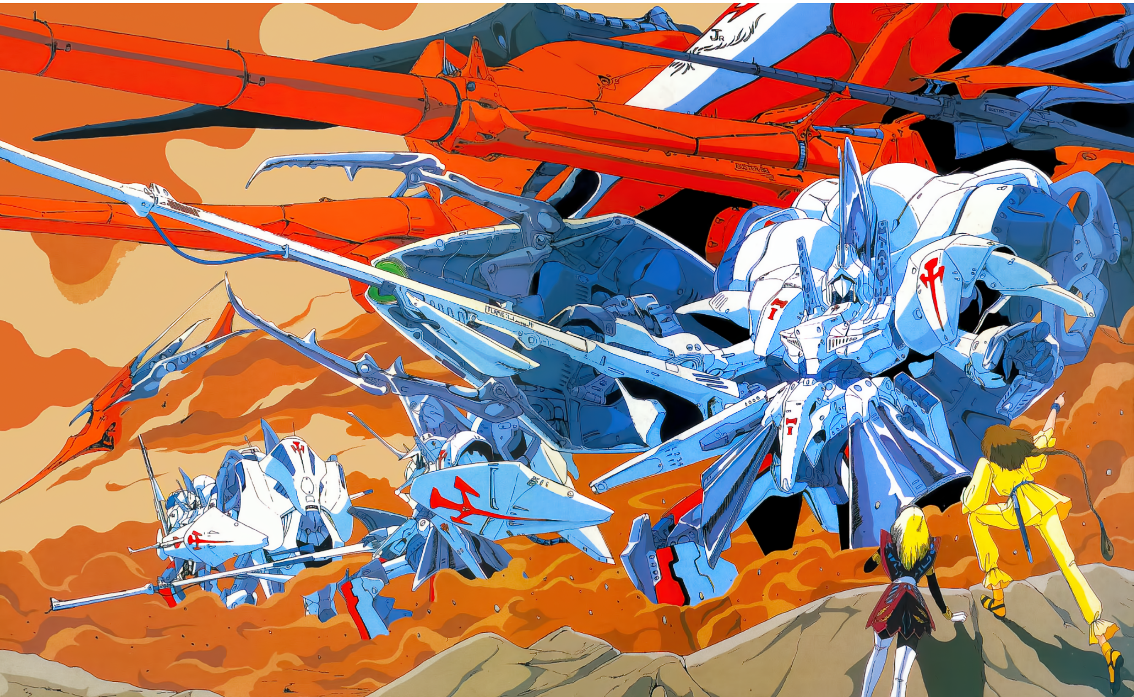
Two units of the E-type Mirage—known as the Jagd Mirage—were manufactured, comprising two distinct variants. The first to be completed was Unit 2992 [L], though initially only the main body itself was finished; the Buster Cannon would not be added until after the year 3000. Furthermore, the introduction of the "Orange Light"—Unit [R], codenamed "Dragon"—along with details regarding the operational systems, artillery deployment and support machines, will likely remain some time off.

It was during the Great Invasion of the year 3159 that the Jagd Mirage first appeared on the battlefield in full combat configuration. Furthermore, following the construction of "The Will," maintenance operations for the unit were relocated from the Float Temple to the interior of The Will itself, and the machine subsequently spent the vast majority of its existence in space. In 3959, unit [L] sustained catastrophic damage during the invasion of Jüno and was subsequently recovered; however, its fate thereafter remains unknown. Likewise, absolutely no information—not even a name—has ever been disclosed regarding the Mirage Knight or the Fatima who piloted this monstrous machine.

The entire process—from the initial design (believed to date back to the 2900s) through to final assembly—was conducted by Amaterasu under conditions of absolute secrecy; however, Dr. Ballanche lent considerable assistance regarding the control systems. Furthermore, it appears that Lie spent over a decade performing balance simulations for elements such as the weapon systems.

The Mirage designation assigned to this unit is the fifth in the series—the "E" type (though following the outbreak of the Magic Wars, Karen would later change the model designation from "E" to "J"). However, as indicated by its alphanumeric model number, "D-9" (D-Nine), this particular mortar headd stands on equal footing with the Knight of Gold. While this lineage may seem surprising, the L.E.D. Mirage (Type B) actually preceded it in the design sequence; at that stage, the Type D unit—what would eventually become the Knight of Gold—was not yet known by that name (as this predated Lachesis's specific request) and was instead being designed as a special-purpose version intended for the King. Indeed, the K.O.G. is, at its core, a Destroyer-class mortar headd.

As evidenced by the Knight of Gold's Buster Cannon load-out and its weapon system—which notably dispenses with a shield—it can be inferred that the Jagd Mirage is built upon an identical conceptual foundation. Its colossal stature—standing 43 meters tall—appears to be a direct consequence of the sheer scale required to mount two full-sized Buster Cannons. Although its mobility remains entirely unhindered even when fully equipped, standard protocol for engagements against other mortar headds dictates that the Jagd Mirage must invariably be flanked by two L.E.D. Mirages acting as support units.



Complete Mirage Corps Member List

Member of the battle J.C. 3159 **Jointed after J.C. 3500

A	**Amaterasu no Mikado/Ladios Sopp**	
I	**Deimos Hiarak** **Dougulus Kaien** **Jaquous Quo'n Hash** **Miss Muddler** **Maxi**	1

Left No.			**Right No.**	
I	Bugle dé Leizer	2	**II**	Aisha Cordante
III	Ding Baia/Gong Pan Si Ma	3	**III**	Loundwound Spacorn
IV	Ikaruga Ouji*	4	**IV**	F.U.Rogner*
V	Fuse Curly	5	**V**	Grant Lime
VI	Qurocru Harman	6	**VI**	Qurocru Harman
VII	Adrien Targ	7	**VII**	Lie Ex Atwight
VIII	Muley Kinky	8	**VIII**	Spector*
IX	Bester "Close" Orbit	9	**IX**	Dr. Dippa Drops
X	Picking Harris*	10	**X**	Hind Kill
XI	Maizer Broze	11	**XI**	Leopard Chrysalis
	Biz Viz (Vins-Viz)*	12	**XII**	Uratzen Sie
	バーナー・ダウド* (Banner Dawd)	13	**XIII**	Poesche Nomean
	Princess Oliby Tightnaven*	14	**XIV**	Sharie Randers Krötenschwanz
	Panard Lie Ex Henschel Atwight*	15	**XV**	Bijotorn Corlala
	Sitron "Freeze" Menner*	16	**XVI**	Stateballo Kiedia
	Ev. Low*	17	**XVII**	Nu Sword Graphite
	Eldeai Zwanzig/Speck*	18	**XVIII**	Iemarah Lout Jajas
	Leiquid Alabaster*	19	**XIX**	Mishalu Ha Lonn
	パゴナ・ヘルバート (Pagona Herbert)	20		John Weinzel*
	Waspen Nand Clack**	21		Allen Braford*
	Velvet Weiszmel	22		Maxi*
		23		Qukey Zanda Ritsuko

タ―ストワイス・フォレット* (Turstweiss Follett)	24
Upandra Lime	25
Melow Chrysalis**	26
ヨッヘンマ・ビストーチャ (Jochenma Pistoce)	27
サトバイ・シュレスコルハール** (Satbay Shreskolhar)	28
ベルトバード・コドラッ (Beltbird Kodra)	29
ルート・コーダンテ** (Route Cordante)	30
Upizona Bardenberg**	31
Karrer Chrysalis**	32
Alert Lie Ex**	33
Victory**	34
Lady Spector**	35
The Tower	36

While the Mirage Knights swear absolute loyalty to Amaterasu, the position of "Number 1"—originally held by High-Alaki, one of the order's founders—is purely honorary; the holder does not engage in active duty as a Mirage Knight. This number has changed hands over the eras, with five different knights having held the title. Furthermore, the practice of using Roman-numeral-style designations was discontinued following the Magic War. After the Great Invasion of 3159, which demonstrated the terrifying might of the Mirage Knights to the entire Star Cluster, the need to maintain a distinction between the order's "public" and "covert" branches vanished; consequently, the numbering system was unified, starting with Number 24, Turstweiss Follett.

*Members whose names are written in Japanese are characters whose details have not yet been finalized.

The L.E.D. Mirges and Their Seven Headdlinees Who Fought in J.C. 3159

Member of the battle J.C. 3159 **Jointed after J.C. 3500

Left No.				**Right No.**			
No.*	**Headdliner**	**No.****	**Remarks**	**No.***	**Headdliner**	**No.****	**Remarks**
VIII	F.U.Rogner	**IV**	Battalion Commander	**III**	Ikaruga Ouji	**IV**	Battalion Commander
=I	Allen Braford	**=I**	Subcommander	**I**	Speck	**XVII**	
XIV	John Weinzel	**=**		**=**	Leiquid	**XIX**	
=IV	Biz Viz	**XII**		**V**	パゴナ・ヘルバート	**=**	
XVIII	Maxi	**=II**	Commando Unit	**VI**	Sitron Menner	**XVI**	Supporting Jagd
=III	ターストワイス・フォレット	**=IV**		**XIV**	Tighthaven	**XIV**	Commando Unit
=II	バーナー・ダウド	**XIII**	Supporting Jagd	**X**	E.v. Low	**XVII**	
				XI	Panard Ex Atwight	**XV**	Subcommander

No.* = L.E.D. shoulder No. ; No** = Mirage No.

Mirage Machine Deployed	**Headdliner**	**Mirage Machine Deployed**	**Headdliner**
JAGD MIRAGE 0021	F.U.Rogner	JAGD MIRAGE 0020	Ikaruga Ouji
BT L.E.D. MIRAGE(BJ)	Biz Viz	BT L.E.D. MIRAGE(BJ)	Sitron Menner
ROUGE MIRAGE (*subject to change)	ターストワイス・フォレット	ROUGE MIRAGE (*subject to change)	Speck
CROSS MIRAGE	John Weinzel	TERROR MIRAGE	Tighnaven
TERROR MIRAGE	Allen Braford	- - - - - -	Spector
- - - - - -	Spector		

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CHRONICLE 2007

168 NT SERIAL TITLE PAGE COLLECTION

Newtype: The Five Star Stories **Serialized Fan Art Collection**

Presented here is a complete compilation of the title pages featured in *Newtype Magazine*, spanning the entire run from the series' debut in 1986 through 2004. Commentary accompanying each title page is provided by Mamoru Nagano and ENOMOTO—the *Kadokawa Shoten* editor assigned to the Nagano series.

201 FSS SERIAL LIST

The Five Star Stories: Newtype **Serialization Title List**

206 FSS/Frequently Asked Questions

Frequently Asked Questions About ***The Five Star Stories***

We have compiled a Q&A section where fans answer questions from fellow fans—ranging from the most basic inquiries to highly complex issues. Comments from the creator, Mamoru Nagano, are also included.

THE FIVE STAR STORIES

CHRONOLOGY*

[The Five Star Stories / Historical Timeline]

4000	Jüno is discovered. Böth is reclaimed and colonized. An alliance of imperial families founds the Super Empire Farosdi Kanaan.
5000	Reign of the "Flame Empress." The star cluster establishes all disciplines of pure science. The rise of intimidating warriors and powerful wizards. Invention of the most destructive weapon known to man, the buster launcher.
6000	Height of interstellar exploration. Continuous intergalactic wars cause such devastation to existing races and cultures that the human species becomes incapable of retaining its historical legacy intact.
8000	A geophysical world of four solar systems begins to take form. Reclamation of planets take place on a galactic scale, as the deserts of Addler and Pestako, the closet planet to its sun, are made inhabitable.
9000	Interstellar exploration reaches an impasse, and space adventurers return to their home planets. The influence of Farosdi Kanaan wanes, as new independent states rise. Buster control technology is perfected. Popularization of the external combustion "Ezlazer" engine, a technical spin-off from buster launcher know-how.

(The Joker Millennia)

0001	Stabilization is achieved on the planets of the star cluster's four solar systems, as interplanetary diplomatic agreements are negotiated and enacted, marking the beginning of the Joker Era. At this point in lime, however, human civilization reaches its pinnacle and begins its descent. The Joker Star Cluster enters an era of senescence and decline. A civilization that once advanced into the outer reaches of the universe, experimented with speeds exceeding light, and sought existence beyond the three dimensions is slowing down. The human race is now in a process of reverse evolution. From this point on, there will be no sign of significant historical change, even in millennial terms.
0980	Birth of the Mortar Headd, a battle machine modeled after the human anatomy and designed in the artistic style of science and engineering.
2000	In the Kingdom of Grees on eastern Delta Belun, the second planet in the Eastern Solar System, the albino Amaterasu Dis Grand Grees Eydas IV is born and destined to become the kingdom's 84th monarch.
2026	Scientific genius Uranium Balanche publishes her research on organic humanoid computer systems.
2040	Emperor Amaterasu uses his exquisite beauty and charm along with his superior intellect to gain unwavering support from the people of Delta Belun's Eastern Bloc of Countries.
2087	Amaterasu and Litra are married. Litra will die childless at the young age of 130, equivalent to 25 years of age in earth time. On the average human's of the Joker Star Cluster live to the age of around 300.
2135	Amaterasu makes improvements in the Ezlazer external combustion engine used throughout the star cluster to generate heavy energy.
2200	The beginning of a century of frequent international disputes and military aggression, promoted in part by the Mortar Headd's ability to minimize casualties and destruction of property in the process of territorial expansion.
2310	A data processor greatly improving the control of Mortar Headds is developed by the mad scientist Lithium Balanche. It is called the "Fatima," an artificial life-form physiologically identical to human beings.
2324	Amaterasu is enthroned as the ruler of Grees at the age of 304. Over a thirty-year period he has contributed much to the cause of international peace among the countries of Delta Belun.
2397	Despite his 377 years, Amaterasu has remarkably not aged significantly since reaching adulthood.
2400	Amaterasu's Eastern Solar System and the Northern Solar System, which is ruled by large and powerful countries, attain a state of relatively peaceful coexistence, while the smaller countries scattered throughout the Southern and Western Solar Systems remain in political turmoil. It is a time of mass production of

both Mortar Headds and Fatimas.

2629 Amaterasu makes the acquaintance of the scientific genius Chrome Ballanche.

2810 Amaterasu spends ten years recruiting a corps of superior Headdliners to act as his imperial guard and names them the Mirage Knights.

2813 Amaterasu's imperial guards are organized into an order of knights known as the First Eastern Mirage Corps, which is given command of all the imperial armed forces, and charged with employing their Mortar Headds in quelling international military incidents.

2875 Amaterasu unifies the ten eastern countries surrounding the Kingdom of Grees. Similarly, in the Southern Solar System, Colus II, ruler of the super power on the planet Jüno, forms the kingdoms on his borders into the Colus Dynasty.

Colus III is born.

2878 Amaterasu is appointed planetary president of Delta Belun.

2899 Amaterasu unifies Delta Belun into an organization called Amaterasu Kingdom Demesnes (hereafter A.K.D.). The report of this action is greeted with surprise and apprehension throughout the star cluster.

Dr. Ballanche completes the A.K.D. flagship battle cruiser Belle Clair.

2900 A scarcity of natural resources in the star cluster reaches critical proportion, and some synthetic materials that have existed for thousands of years begin to transform or deteriorate. Kal-lamity Godarce, the second planet in the Northern Solar System begins to transform under the influence of its own planetary reclamation activities.

Amaterasu is 880 years old.

2955 Completion of Amaterasu's airborne palace, the Float Temple, an island 2.5 kilometers across hovering 3,000 meters in the atmosphere above the planet.

2987 One of the star cluster's most authoritative scientists, Dr. Ballanche, decides that a Fatima debut will not be held for Atropos, one of his "Three Fates of Destiny," and allows her to escape.

2988 Dr. Ballanche's final two Fatimas, Lachesis and Clotho, come of age.

Amaterasu acquires Lachesis, while Clotho is taken into the care of Jüno's King Colus III.

2989 Three leading edge Mortar Headds, called L.E.D. Mirages, join the forces of the Colus Dynasty against neighboring aggressor, Hagouda. MH meister Ladios Sopp is entrusted with the jeweled sword of the Colus Royal Family, and the royal family's MH Jünchoon is sealed shut with Clotho inside.

2992 Atropos begins 350 years of seclusion with an infant L.E.D. Dragon.

2994 Magdall and Depre are born in the Republic of Hathuha in the Western Solar System.

3007 The L.E.D. Mirage fleet and Amaterasu's Knight of Gold are exhibited before the star cluster. Second phase of the Mirage Knights.

3009 Completion of the heavy MH Jagd Mirage, known as the "monster of the Mirage Knights" due to its dual buster canon design.

3010 The "Majestic Stand" begins, and the star cluster is thrown into greater political turbulence than it has ever experienced.

3079 Princess Magdall is crowned ruler of the holy-led A-Toil Empire.

3159 Amaterasu suddenly launches a military attack on the Lent Republic of the neighboring planet of Addler.

3162 Addler is incorporated into the A.K.D. and becomes Amaterasu's base or military operations, commanding a huge galactic expeditionary force.

3180 Amaterasu begins construction of the star cluster's largest space vessel, The Will.

3185 Construction of The Will is completed, and enthusiasm is heightened among the people over galactic unification. Amaterasu is 1165 years old.

3199 Amaterasu launches an invasion of Böth in the Western Solar System.

Many of the planet's residents welcome the invasion as the arrival of political stability to a chaotic situation that has continued since the beginning of the Majestic Stand, so Böth is quickly incorporated into the KD. However, the region of Ezlazer on the continent of Gnarm for some reason is able to retain its former status as a free and autonomous district, and only the holy-led A-Toll Empire is granted sovereignty.

3225 The moving system of Stant with a 1,500 year orbit approaches the Joker Star Cluster, and it is predicted that Stant will increase the insta-

	bility of Kallamity already caused by mineral resource reclamation.
3230	Amaterasu requests the countries of Kallamity Godarce to join the A.K.D., but following the lead of the Fillmore Empire, which boasts the planet's longest and most illustrious history, they ignore the request.
3234	Amaterasu launches a military invasion of Kallamity Godarce, but is met with strong resistance by a unified defense force that has thoroughly studied his military strategy and tactical procedures.
3238	The Mirage Knights join the invasion of Kallamity Godarce as the war bogs down.
3239	Stant approaches Kallamity, which experiences violent upheavals in the planet's crust and chaotic magnetic fluctuations. Rescue and the emigration from Kallamity is stepped up.
	Amaterasu boards the Knight of Gold and leads the entire Mirage Knight corps in an all out attack on the Fillmore Empire. It is the last action anyone will take on this planet doomed to destruction by the approach of Slant. During the attack, KOG stalls on a shoal while crossing Lake Nnbidoug, and just before Kallamity explodes, Amaterasu is ejected to safety, leaving the MH and Lachesis stranded on the lake. In order to lessen the shock from the impending volcanic explosion, KOG uses the buster launcher to dig a 5000 kilometer crater in the planet's crust and drops a shock resistant gelatin bomb into the lake. However, nothing can save Lachesis from the explosion, as she and KOG are blown somewhere out on the dimensional edge.
3330	The Battle of Kallamity is spectacularly concluded, and survivors from the defeated Kallamity forces move to the Planet of Graves, where they commence anti-Amaterasu resistance activities.
3333	Amaterasu, upon consent from the only non-A.K.D. planet, Jüno, is enthroned as emperor of the Joker Star Cluster.
3345	The L.E.D. Dragon awakens.
3400~ 3900	Mortar Headd manufacture is slowed by natural resource scarcity. The leader of Jüno, King Colus V, begins a large scale program to improve his country's MH force led by the Berlins. Because the outcome of any battle is invariably decided by a clash of MHs, the anti-Amaterasu resistance forces scattered throughout the star cluster assist in his efforts.p
3910	The knights of the anti-Amaterasu resistance gather on Jüno. Amaterasu reveals plans to conquer Jüno.
3952	Amaterasu launches his last expeditionary invasion and heads for Jüno. A messenger is dispatched from Böth to Amaterasu. It is Atropos.
3960	The heir apparent to the Colus Dynasty, Colus VI, escapes to Böth with the help of Atenta, princess of Ballanka.
	The three royal families of the Colus Dynasty disband and scatter to the four comers of the star cluster. The Black Knight Grard Sydmian, in the employ of the Colus Dynasty, conceals Jünchoon and Clotho deep in the thick forests of the continent of Borishoi. Grard Sydmian is killed by a Mirage Knight while trying to escape. Amaterasu establishes the Union of Galactic Kingdoms. Atropos teams up with Mirage Knight Headdliner Upandra Lime.
3967	Amaterasu entrusts all of his authority to his cat's paw, Upandra Lime, a Fatima created by Dr. Ballanche, and retires into seclusion. At the same time, F.U.Rogner and the other Mirage Knights are cloistered and sealed.
3968	Empress Runka, a remnant of the Colus Dynasty's Meistner family, gives birth to Daizina, then dies at the hand of Amaterasu.
	Daizina disappears.
3998	Amaterasu becomes deeply concerned over his aging Fatimas and puts them to sleep. star cluster MHs continue to switch over to the non-humanoid Eetoramuru Fatimas, and humanoid Fatimas rarely appear in public. The Headdliner population is also decreasing. In a star cluster controlled by a single, oppressive ruler, Upandla, the number of Mortar Headds is also on the decrease, becoming superarmuated and decrepit.
	This year marks the beginning of Upandla's reign of terror.
4044	Daizina Meistner finds her way to Ezlazer on Böth.
4050	Daizina Meistner meets Colus VI, who is working for the anti-Amaterasu resistance in Ezlazer.
4061	After wandering aimlessly throughout the star cluster, Colus VI is awakened to his Headdliner heritage after being shown the Mortar Headds that have been mustered for the resistance.
4062	Colus begins training for combat, and the

many knights he meets seem also to be descendants of his ancestor's generations of Headdliners.

At the end of his wanderings, he receives guidance from a mysterious ghost and a girl named Sopp, and is entrusted with the garden sword.

4075 Jünchoon and Clotho are discovered, but Clotho remains sealed and will not awaken.

4076 Colus VI meets Way Rouath, possibly another Headdliner descendant.

4080 Civil war breaks out on Jüno, and Colus VI takes command of the anti-Amaterasu resistance forces in the conflict.

4082 An Amaterasu Mortar Headd Wunder Schätze, defects to Colus' side.

4088 Headdliners and Fatimas who have been hiding throughout the star cluster flock to Colus' side.

4090 Colus liberates Böth. After the devastation of A.K.D. forces invading Ezlazer by a L.E.D. Dragon inferno, the Upandla regime gradually loses control of the situation, initiating the decline and fall of the A.K.D., but Amaterasu refuses to step in.

4093 Civil war breaks out on Delta Belun.

4100 The Float Temple, the symbol of the A.K.D., is destroyed. Colus' Jünchoon and Upandla's Knight of Gold AT engage on the battlefield.

Two fates hurry to the fray…

Delta Belun is consumed in the quasar inferno of the L.E.D. Dragons.

Amaterasu returns to Colus VI the sword he received from Colus III, signifying Colus VI as the true heir to the Colus dynasty. The citizens of Delta Belun leave the planet along with the Mirage Knights in The Will, in search of Lachesis. The "God of Light" has failed them.

4101 Colus VI liberates the star cluster.

4103 Colus VI marries Daizina.

4255 Colus VI passes away at the age of 295.

4300 The Mortar Headds gradually fall into dissipation. The Headdliners also gradually disappear, some taking their Fatimas with them, some alone.

The era of war and destruction goes on, as world continues its regression towards the primeval.

(The Era of the The Will Star Cluster)

5899 On an unknown planet, the Knight of Gold is transformed into a meteorite and crashes.

6599 Lachesis awakens and with the Knight of Gold joins a space war with another civilization. In the aftermath, uncontrollable bursts of energy from KOG hurl them again and again into time gaps and lost abysses.

6787 In one planetary war, Lachesis is unable to activate the Knight of Gold, so this incomparable Fatima Fates commandeers a local cyborg weapon, called an lmperium, to continue the fight.

6800 Amaterasu builds the MH Goud Mirage, also known as Magdall Chivalries.

6850 Amaterasu and Lachesis, each on their own, travel from planet to universe encountering new human species and life forms.

7199 Lachesis lands on a mechanized planet and repairs the Knight of Gold.

7281 Amaterasu converses with the Obelisk Monument, which seems to contain a memory of people from the Joker Star Cluster.

7343 Lachesis suddenly finds herself on Earth, in Poland during January 1945. She hides the Knight of Gold in the Baltic Sea and goes to fight in the Battle of Berlin.

On 7 May she leaves the Division Nordlantic for France, then returns to the Baltic Sea and falls asleep.

7451 Lachesis awakens in the Earth year of 2187 and returns to space.

7563 Lachesis transcends time to appear in the Joker Star Cluster in J.C. 2043. She meets the 23 year-old prince of Grees, Amaterasu. After planting a memory of their encounter, she leaves the star cluster.

7777 Lachesis and Amaterasu are reunited on the emerald planet of Fortune and are married.

They bear a daughter, Kallen, and the human species begins a new phase in its evolution.

Note: The lack of synchronization between the Star Cluster calendar and Earth time may be due to time progressing more rapidly in the Joker Universe.

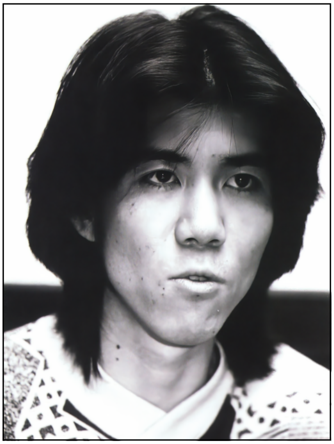
"The Will time" refers to the time Amaterasu actually experienced; meanwhile, 5.67 billion years have passed in the Joker Star Cluster he left behind.

*** Timeline copied from the offical English translation published by Toys Press, Inc. 1999.**

THE FIVE STAR STORIES

MAMORU NAGANO

PROFILE



Mamoru Nagano • Artist, comic writer, musician, designer and Macintosh recluse, Mamoru Nagano was born in the city of Maizuru, Kyōto Prefecture in January 1960.

In 1984 he made his animation debut as the character designer of the TV cartoon *Heavy Metal L-Gaim*. His first comic, *Fool for the City*, was published in *Newtype* magazine in 1985, followed by *The Five Star Stories* serial, which began in 1986. *FSS* was first published in paperback by Kadokawa, which released 12 volumes with a total sales of 9 million copies, marking it as a popular long seller among Japanese comic fans. The author's latest work is to be the animated feature *GOTHICMADE*, which is directed, written, storyboarded, and designed by Mamoru Nagano, and produced by Automatic Flowers Studio.

MAMORU NAGANO

BIOGRAPHY

1985-2006

FOOL for THE CITY
MAMORU NAGANO

Fool for the City
First edition published October 21, 1987
Published by Kadokawa Shoten

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I
1988 Edition

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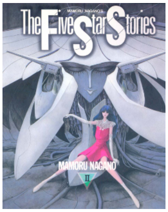
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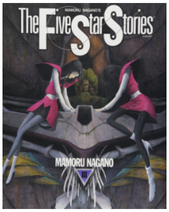
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First edition published October 1, 1991
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V

The Five Star Stories, Vol. 5
First edition published November 20, 1992
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The Five Star Stories, Vol. 6
First edition published March 20, 1994
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The Five Star Stories, Vol. 7
First edition published April 30, 1995
Published by Kadokawa Shoten

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First edition published February 28, 1997
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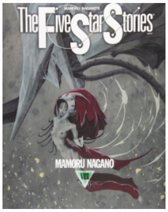
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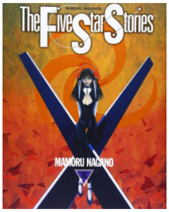
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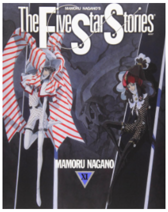
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The Five Star Stories, Vol. 11
First edition published April 30, 2003
Published by Kadokawa Shoten

MAMORU NAGANO'S
The Five Star Stories
MAMORU NAGANO

The Five Star Stories, Vol. 12
First edition published April 10, 2006
Published by Kadokawa Shoten

Published by Kadokawa Shoten ● This book series compiles the serialized manuscripts originally featured in the monthly magazine *Newtype*—which began in 1986—with added revisions and new material. As of 2007, twelve volumes have been released. The supplementary reading material included alongside the main story, such as liner notes, serves as a valuable source of information for fans.

Joker 3100
First edition published June 1, 1989
Published by Toys Press

Twin Tower
First edition published June 1, 1993
Published by Toys Press

Fool for the City
First edition published May 10, 1997
Published by Toys Press

KNIGHT FLAGS

Knight Flags
First edition published October 1, 2000
Published by Toys Press

MAMORU NAGANO
SMOKE WALLS

Smoke Walls
First edition published May 1, 2003
Published by Toys Press

Toys Press ● These volumes are published on an irregular basis, featuring design artwork—including settings, characters, mecha, and background art—created by Mamoru Nagano himself for *The Five Star Stories*. Accompanied by his own commentary, they serve not merely as "reference materials," but as "design art collections" designed to enhance the reader's enjoyment of the story.

Chronicle 2007

POSTSCRIPT

TOYSPRESS

Although the serialization has been on hiatus for over two years, the world of *The Five Star Stories* (*FSS*) has continued to undergo dramatic changes. In 2005, the revised edition of Volume 2—featuring an added "Fatima Encyclopedia"—and *Designs 1* were released, bringing a steady stream of new design artwork. Major revisions were made to terminology and lore, shifting from concepts like "Mind Control" to "Dam-Gate Control." For this 2007 edition, we aligned the content with the latest settings and standardized the terminology. We also compiled a list of characters appearing in Volume 12, released in 2006. Beyond just the latest volume, we re-examined characters from Volumes 1 through 11 and incorporated as many character sheets released after *Chronicle 2005* as possible. We updated the data to enrich the information provided while retaining the essential points in the setting descriptions. There are countless other minor refinements as well. Naturally, there are still details that cannot be disclosed at this stage; we look forward to those mysteries being revealed over time. In the meantime, we hope *Chronicle 2007*—a comprehensive collection of the current state of FSS—will delight every reader, from newcomers to die-hard "Mamoru-maniacs."

–Mariko Asada

Lately, whenever I hit a wall with my work, I go for a walk from my home in Narashino to Makuhari. I usually head out late at night, walking through the city center and along the waterfront—past the Wangan Line and the warehouse district—observing illuminated seven-to-ten-story buildings, tankers, and gantry cranes. As I walk, I ponder things like, "Is this the kind of sense of volume a 'Motarheadd' would have?" "So, if you get close, you can see details like that…" or "How should I paint it to achieve this look?" I run mental simulations of the modeling and painting processes. I believe that the core of model-making lies in "observing things." Of course, no one has ever seen a giant robot or a spaceship, and they don't actually exist. However, when crafting these imaginary objects into three-dimensional models, I think the key to achieving a sense of realism is knowing how to effectively incorporate insights gained from observing real-world objects. With that mindset, a creator finds an infinite number of things to learn from their surroundings; for a creator, the world is brimming with fascinating elements waiting to be expressed. Re-reading *The Five Star Stories*, I am struck by the keen observational eye Mamoru Nagano has cultivated in his personal life. Simply gazing vaguely at a landscape isn't enough to generate the power to create exceptional work. I, too, am still honing my craft. Now, I think I'll head out to see what new discoveries await.

–Takuya Yamamoto

We will likely release a revised edition once new volumes or serializations of *Designs* begin, but that is still a long way off. Until then, I do not intend to publish a revised edition of *Chronicle 2007*; it currently covers all the essential information from Volumes 1 through 12. While we considered simply tweaking and reprinting *Chronicle 2005*, I knew extensive revisions would be required, so I approached the editing process as if creating the book from scratch. I also replaced all the frames used for the FAQ section with entirely new ones, utilizing techniques I had learned while working on *Best of FSS*. It was a pleasant surprise to be able to include not only the Volume 12 illustrations provided by Nagano-san but also new artwork created for other volumes. Before starting, I had assumed that remaking a book with similar content would be tedious; to my surprise, however, the entire process was enjoyable from start to finish. Perhaps only a series as boundless and unpredictable as *The Five Star Stories* could offer such a rare opportunity for a remake. Speaking of remakes, to commemorate Toys Press's 20th anniversary, we planned the *Characters Box*—a collection featuring 11 previously published volumes from the *Characters* series, all reduced to roughly half their original size and packaged in a single box. We are currently deciding on the content for the bonus mini-book included in the set. Since this is a project we likely won't be able to repeat, I intend to thoroughly enjoy the editing process. Finally, I would like to express my gratitude to the creator, Nagano-san; the Ad-Lib staff who handled the proofreading; and all the readers—whether they are the type who love scrutinizing every minute detail or those who aren't.

–Ryōetsu Satō

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CHRONICLE 2007

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The Five Star Stories Characters Illustration by Mamoru Nagano.
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The Five

THE FIVE STAR STORIES
CHRONICLE 2007

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